PLAYSTATION 2 MAGAZINE

PS2

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 52 ■ MAG+DVD ■ £3.99

MGS3 SPECIAL!
WE'VE GOT THE LOT!
IN THE MAG + ON DVD!

BIG BOSS BUSTED!
THE IMPOSSIBLE TRUTH - INSIDE!

LOCKED & LOADED
GADGETS AND GUNS GALORE!

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 3

SNAKE EATER

WORLD EXCLUSIVE PLAYTEST

SPECIAL EDITION

future publishing
Media with passion

SEPTEMBER 2004
£3.99
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gamesradar.com

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Welcome to

**YOU ARE READING THE LATEST ISSUE OF PSM2.
ONCE AGAIN IT IS THE GREATEST MAGAZINE EVER.**

It's all about vision. A man with a big idea. An idea unspoiled by marketing bigwigs, 'demographics' or design-by-committee novelty features based on the latest fad.

Take this column, for instance. You might not know that it's written by a different fella each month – sometimes, Dan G, sometimes Dan D, sometimes someone else. One man, one theme. It's a philosophy that's echoed in this month's cover game – *Metal Gear Solid 3*. Kojima's a mastermind, and even if his vision sometimes frustrates – all those cutscenes, eh? – it's the price you pay for the other, transcendent moments that make his games a cut above everything else. Chucking grenades in a croc's mouth, the camouflage index, the sheer wealth of detail.

Individuality by its very nature means that you'll disagree with some of it – but the fact that it's *individual* makes it unique and startling. Take that, *Catwoman*, with your derivative, shoddy gameplay. Get outta town, *The Urbz* – we don't need The Man to tell us what's cool. Imagination is king, and in Kojima we've got someone with the power, resources and support to bring his vision to the PS2. Which brings us back to *MGS3*. Yeah, loads of people played it at E3, but we're *the first mag* that Konami delivered playable code to. Who loves you? Us, that's who. Because individual or not we *all* care.

ONLY PSM2 BRINGS YOU...

Accelerator:

- Scything, clag-stripped news, interviews and screens from the world's biggest games
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. Still.

"THE LEVEL OF REALISM CONTINUES ITS EXPONENTIAL RISE" – PES4, SEE PAGE 12!

Conte

84 GIRLS, GIRLS, GIRLS!
We take a trip to the Playboy Mansion and have a lie down in a darkened room. Hoo-mama, boy!

82 DVD MOVIE REVIEWS
The Simpson Series 4 tickles our ribs until we laugh blood, plus Kill Bill 2, The Shield Season 2, The Passion of the Christ and more.

28 DRIVE ME CRAZY!
Car games have gone crazy and we've got the lowdown on every single one coming your way. Turn the page and read!

You want more?!
How about o The Urbz (page 39) NBA Ballerz (page 42) and Forgotten Realms (page 44)?

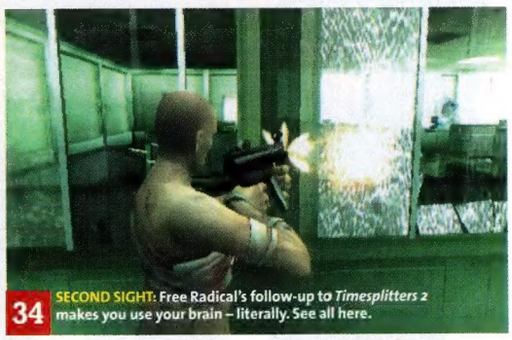
PSM2 COVER GAME!

WORLD EXCLUSIVE!

METAL GEAR SOLID 3: SNAKE EATER

WE'VE PLAYED THE ASS OFF THE MOTHER!
The greatest Gear yet, tested to destruction – only in PSM2!

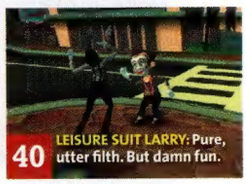
48



34 SECOND SIGHT: Free Radical's follow-up to *Timesplitters 2* makes you use your brain – literally. See all here.

"HE CHARGES UP AND UNLEASHES A PULSATING BURST OF ENERGY"

38 ROCKY LEGENDS: Bigger and better than Rocky!



40 LEISURE SUIT LARRY: Pure, utter filth. But damn fun.

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.
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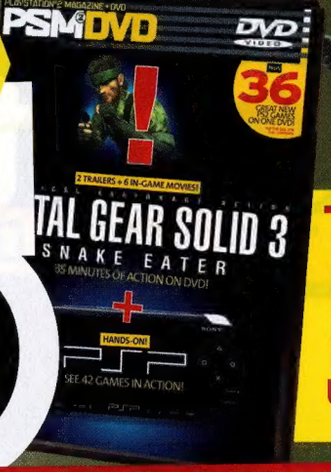
25 To Life 16

nts

OVER 2HRS OF PRIME TIME PS2!



TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

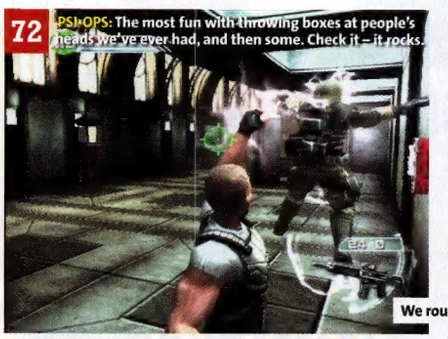
PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

I WANT TO RIDE MY BICYCLE!

GTA: SAN ANDREAS

We've held it in our trembling hands – find out why San Andreas will rock your life like no other game...

20



72 **PSI-OPS:** The most fun with throwing boxes at people's heads we've ever had, and then some. Check it – it rocks.

VROOOOM! ▶ P28

CAR-QUAKE!

We round up all the driving games coming your way!

58 **SILENT HILL 4:** Fourth time around for Konami's horror-fest, but is it as good as the other three?

66 **CATWOMAN:** Nice legs, shame about the game.

YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 106

68 **COMBAT ELITE:** It's *Baldur's Gate* with machine guns.

PSM2 - THE WORLD'S GREATEST PS2 MAG!

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Written by gamers for gamers. We've played every game we preview. And that's a promise.

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96 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

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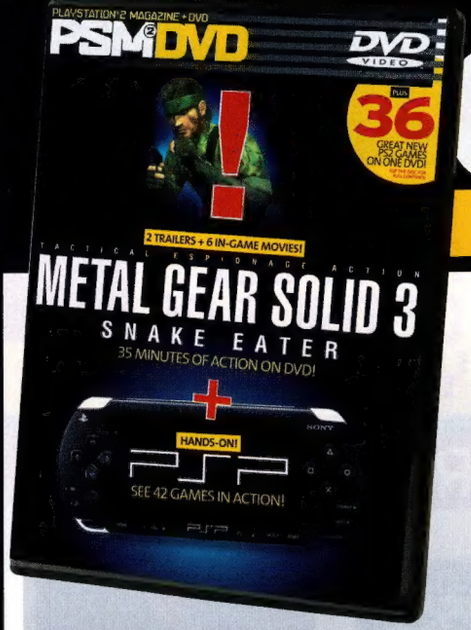

PLAYSTATION 2 MAGAZINE + DVD
PSM2 DVD
DVD VIDEO
PLUS 36 GREAT NEW PS2 GAMES ON ONE DVD!
2 TRAILERS + 6 IN-GAME MOVIES!
METAL GEAR SOLID 3
SNAKE EATER
35 MINUTES OF ACTION ON DVD!
HANDS-ON!
SEE 42 GAMES IN ACTION!

On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

WELCOME TO THE JUNGLE

METAL GEAR SOLID 3

Two trailers and six in-game movies of Snake's latest and greatest stealth adventure!

PLUS

TEKKEN 5

Fifth time lucky – and the best *Tekken* yet. See it in action right here, right now.

STREET RACING SYNDICATE

A serious contender for *Need For Speed's* streetwise racing crown...

TOCA RACE DRIVER 2

***TOCA* gets back on form and back on track. See why it rocks hard here.**

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press △.

QUICK TIP

Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

■ Section Menu: Move over to the menu on the left to choose a different area with up and down.

■ Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.

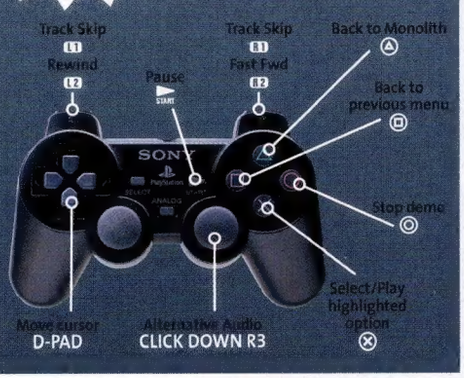
■ Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP

If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:



THIS MONTH ON PSM2 DVD THE

PSM2 THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Ultra Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 100)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot .
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DON'T MISS IT!!
IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) METAL GEAR SOLID 3 — Head to Coming Soon
2) PSP MOVIES — Check Out Accelerator
3) BURNOUT 3 — Head to Coming Soon

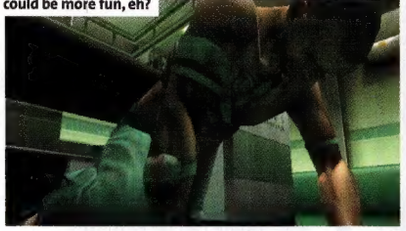
BLOODY NORA!

HOT PSP ACTION!

No less than 42 PSP games in motion! Your eyes will bleed!

SECOND SIGHT

Mash people's heads with the power of your brain. What could be more fun, eh?



NEED FOR SPEED UNDERGROUND 2

Two fat movies for this stunning sequel. Nice.

BURNOUT 3

The most exciting racing game we've ever played.

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

■ Want some more? Here's where it's at:

Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to actually decide what it is you want to watch? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Last month's secret footage was a trailer for the Spider-Man 2 movie. To find it, go into the Pro Tips menu. Press down from extras at the bottom menu and – hey presto! – it's Spidey.

ACCELERATOR

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

PSP MOVIE OVERLOAD

- METAL GEAR ACID
- GRAN TURISMO MOBILE
- WIPEOUT PURE
- APE ESCAPE
- SPIDER-MAN 2
- RIDGE RACER
- PUYO POP FEVER
- WORLD RALLY CHAMPIONSHIP
- DYNASTY WARRIORS
- DEATH JR

COMING SOON

■ The place to see exclusive footage from all the hot games of the future.

METAL GEAR SOLID 3

- BURNOUT 3: TAKEDOWN
- SECOND SIGHT
- NEED FOR SPEED UNDERGROUND 2
- TEKKEN 5
- NBA BALLERS
- SLY COOPER 2
- NANOBREAKER

REVIEWS

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

SPIDER-MAN 2

- MASHED
- RICHARD BURNS RALLY
- SAMURAI JACK: THE SHADOW OF AKU
- HARRY POTTER AND THE PRISONER OF AZKABAN
- SPLINTER CELL: PANDORA TOMORROW
- SHELLSHOCK NAM '67
- GRADIUS V
- FORUMLA ONE 2004
- PSI-OPS: THE MINDGATE CONSPIRACY
- SILENT HILL 4: THE ROOM
- COMBAT ELITE: WW2 PARATROOPERS
- SHREK 2

PS2 TIPS

■ Footage of expert PS2 players in action. Watch and learn. See the Ultra Dojo on page 106 for more.

HITMAN: CONTRACTS

- SINGSTAR
- MIDNIGHT CLUB 2

EXTRAS

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- FIFA 2005

Letters

QUOTE OF THE MONTH: "I WAS CONSIDERING WHAT SONY SAID ABOUT PS3 BEING DESIGNED FOR BROADBAND GAMING'

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk – subject line 'Letters'

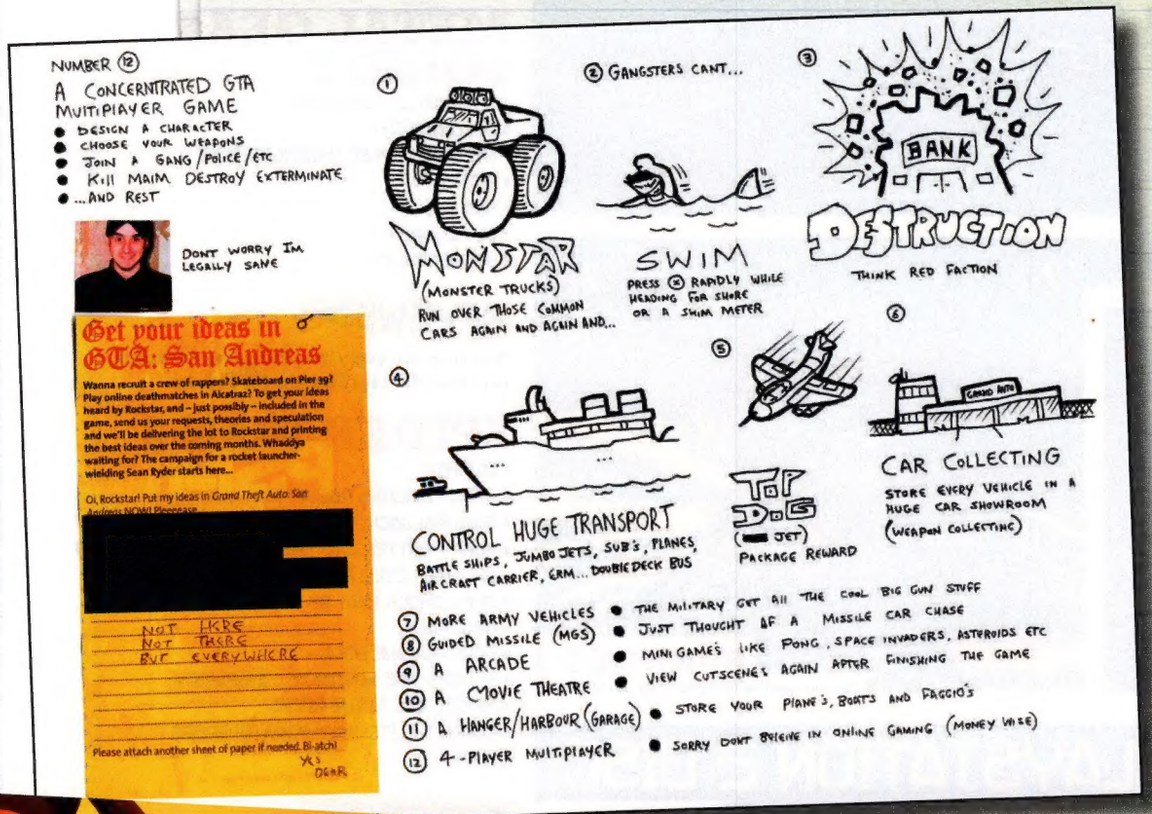
► **WRITE TO:** Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence.

REALITY BITES:

"MONSTER TRUCKS! RUN OVER THOSE COMMON CARS AGAIN AND AGAIN"


NUMBER 12
A CONCERNTRATED GTA MUITIPLAYER GAME
DESIGN A CHARACTER
CHOOSE YOUR WEAPONS
JOIN A GANG/POLICE/ETC
KILL MAIM DESTROY EXTERMINATE
...AND REST
DONT WORRY IM LEGALLY SANE
Get your ideas in GTA: San Andreas
Wanna recruit a crew of rappers? Skateboard on Pier 39? Play online deathmatches in Alcatraz? To get your ideas heard by Rockstar, and – just possibly – included in the game, send us your requests, theories and speculation and we'll be delivering the lot to Rockstar and printing the best ideas over the coming months. Whaddya waiting for? The campaign for a rocket launcher-wielding Sean Ryder starts here...
Oi, Rockstar! Put my ideas in Grand Theft Auto: San Andreas
NOT HERE
NOT THERE
BUT EVERYWHERE
Please attach another sheet of paper if needed. Bi-atch!
YES DEAR
1
2 GANGSTERS CANT...
3
BANK
MONSTAR
(MONSTER TRUCKS)
RUN OVER THOSE COMMON CARS AGAIN AND AGAIN AND...
SWIM
PRESS ⊗ RAPIDLY WHILE HEADING FOR SHORE OR A SWIM METER
DESTRUCTION
THINK RED FACTION
4
5
4
CONTROL HUGE TRANSPORT
BATTLE SHIPS, JUMBO JETS, SUB'S, PLANES, AIRCRAFT CARRIER, ERM... DOUBLE DECK BUS
TOP DOG
(JET)
PACKAGE REWARD
CAR COLLECTING
STORE EVERY VEHICLE IN A HUGE CAR SHOWROOM (WEAPON COLLECTING)
7 MORE ARMY VEHICLES
8 GUIDED MISSILE (MGS)
9 A ARCADE
10 A MOVIE THEATRE
11 A HANGER/HARBOUR (GARAGE)
12 4-PLAYER MULTIPLAYER
THE MILITARY GET ALL THE COOL BIG GUN STUFF
JUST THOUGHT OF A MISSILE CAR CHASE
MINI GAMES LIKE PONG, SPACE INVADERS, ASTEROIDS ETC
VIEW CUTSCENES AGAIN AFTER FINISHING THE GAME
STORE YOUR PLANES, BOATS AND FAGGIO'S
SORRY DONT BOTHER IN ONLINE GAMING (MONEY WISE)

Dan Malin + Clone, Leamington Spa

Excellent work, Dan. This has been one of the best *GTA* ideas letters we've had, due to the top line-work and general air of surreal madness. We like the aircraft carrier idea, but franky we don't think it's going to happen...

FUTURE SHOCK

►Dear PSM2,

I was considering the thought of what Sony has said about PS3 being designed for broadband gaming. At first I didn't like that idea – I want normal playable games. Then, I realised this will be amazing! Imagine what top companies like EA and Square can do with this...

D-Day landings: You're swarming towards the beaches in your little boat, being driven by a real person, being bombed by planes being controlled by people thousands of miles away. You're standing next to your best friend from school who's cacking himself (a first timer), you get nearer and start to make out the first wave that are already battling the Germans: real people, fighting and dying. Your driver is doing a good job to avoid the bombs from above. He's praying in tension not to let thirty real life people die before they reach the beaches. You finally land and hundreds are already fighting, scattered dead bodies, enemies shelling at you. It's all so real, and this isn't even to mention the amazing PS3 graphics that will be a part of it. It's all so astounding.

Mike Packer, email

The future's bright, Mike, but why wait for it? The game you've just described is *Battlefield 1942* on the PC, which is coming to the PS2 in another form as *Battlefield: Modern*

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

PORKY

Did you think *Piglet's Big Game* was arousing? I did.
Alex Fitzroy, email
Enough with the crazy pig-love.

IT MATTERS

And for the second time, my name is Chris Mattar and NOT Chris Mattary
Chris Mattary, email.
Hahaha! Etc.

JAKE THE PEGG: That *SRS* lady in her full glory, but this time we've stuck an enormous caption over her old cha... look, see below.

SPEAK TO THE TEAM AUGUST 13TH

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday August 13th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"FLYING PAST FLOATING CUTLERY AND CUPS OF TEA, THEN LANDING ON THE GREAT BUTTON MOON"

***Combat*. The future is *now*. Or, er... it will be when the game's released.**

WAYNE SPOONEY

►Dear PSM2,
I was checking out your letters page, reading about someone's idea to turn Thundercats into a game, and I thought of another great game idea from the '80s...

Remember Button Moon? The great puppet-type show, which followed the adventures of Mr Spoon and his Heinz baked Beans rocket... Then it hit me – oh yes! A Button Moon Flight Sim... Oh! I remember the different weird floating things he used to fly past in his cool, canned-goods rocket. Imagine that in a game... flying past floating cutlery and cups of tea, then landing on the Great Button Moon.

To be honest, I don't know if that was already made into a game along with other GENIUS ideas like *Pacman* many years ago, but make a 3D one! Oh, I just don't know how I come across such great ideas. It's good to be in my shoes.

J. Hurn, Essex

Presumably your shoes are full of hallucinogenic drugs.

FILTH

►Dear PSM2,
Just got my nice new shiny August edition of PSM2 through the door, and a quick flick through reveals a worrying picture that I would like explained please!

Go to page 41 and the Hands-On article on *SRS: Street Racing Syndicate*. Take a quick peek at the very pretty 'woman', more specifically her greyhound* of a skirt. What *is* that protruding from said skirt? If these are the sort of la(y)d-ees I am likely to, ahem, come across in *SRS*, then I for one will certainly not be purchasing this game!

David Alecock

*Greyhound – inch from the hair...

It's her foot. So, you're saying that you won't be buying the game if it's got women with feet in it? It just *looks* like a giant lady winky.

SAME OLD

I'm writing to complain about the lack of action in *LMA Manager 2004*. It's not like *LMA Manager 01-02* or *02-03*. There's more suits and ties and whenever you skip the match it takes about half an hour. But when you're playing *LMA Manager 02* or *03* it only takes about two seconds. It says it's the best manager game ever – yeah right, give me a break.

But the good thing about *04* are the highlights. They're the best highlights of any of the *LMA Manager* games. It would be good if Codemasters combined it together or just did the same as the previous versions, but if they decide to do the same as *04* I won't be buying it.

PHONE PSM2 WITH: PROMISES OF SUGARY TEA WHAT'DONT YOU LIKE ABOUT THE MAG?

Tom Weighell, North Allerton

Er, so you're saying you want *LMA Manager 5* to be the same as *2* and *3*? Are you listening, Codemasters? ARE YOU? This chap's ideas could make your life a whole lot easier...

MOVIE MAGIC

►Dear PSM2,
I am writing to tell you about film games like *Finding Nemo*, *Tarzan* and many more. Some film games are OK, like *The Great Escape*, but I think they should make better film games. I'm not saying stop making them, but they're not really worth it. I know some games are made to make money and you can't really blame them, but if they want my money I think they should be improved!

Ashley Winsper, West Bromwich

Presumably all games are made to make money, even rampant turd-action like *Hugo Bukkazoom*. But you can thank the little baby Jesus and all his wizards for *Spider-Man 2*,eh?

SPIDER FAN: Activision's movie licence is no shocker. Geddit? *Shocker*? He's the baddy. Oh, er... please yourself.

SMALL TALK

Can you please tell me why every time I send a letter to your great mag (I've done this twice) it always gets shortened?
Ben White, email
Do you see what we've done here?

HOLY ROLLER

Are there going to be any religious games released soon?
Jesus Taylor, email
We're still waiting for the game of the film of Passion of Christ.

GRAND

Love the mag, but you don't half go on about *GTA4*, do you?
William Wilson, email
What's that? Some kind of videogame?

ONION BAG

I don't want to see any timed chasey chasey bullshit in *San Andreas*. I want a free-roaming city of goals.
Michael Veal, email
What, something like a football goal?

TOON SHINE

I read your comic for five months.
James Goldsmith, Belfast
It's better than the Beano, right?

NUMBERS

How many games are Rockstar Games going to make about the GTA series?
Atle Terland, Norway
Er... 7? 21? 93? Are we getting close yet?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

JUST TOO BEAUTIFUL: Did the harrowing conclusion to *Final Fantasy X* reduce you to a blubbering wreck?

"I WOULD RATHER HAVE NO ONLINE PLAY, BUT A GAME THAT IS LONGER"

EMOTIONAL

►Dear PSM2,
First of all I would like to say that your mag rocks and that Dan D is really cute. I'm 17 years old and I have owned a PlayStation since I was 10, but in all that time I have not played a game that is better than *FFX* or *FFX-2*. After all the thumb ache caused by *FFX* do you think it's very strange for me to shed a few tears having to watch Tidus and Yuna die together?
Rachel, email

Not at all, Rachel. You should've seen that lil' cutey Dan D when he reviewed *Ico* back in issue 17 – there wasn't a dry eye in the house.

MORE, PLEASE

►Dear PSM2,
I have a major worry concerning games with online capability. In fact, I feel very strongly that I am being cheated out of games with a larger mode of gameplay. This is because (I could be wrong) when the developers develop the code for the games I feel that only 60-70% of the code relates to the normal gameplay and the remaining 30-40% is used for online gameplay. An example is your review of *Syphon Filter: The Omega Strain* – you say that the single player game is not worth coming back to and to try out the online mode for extra hours of co-operative play. It's the same with *Pandora Tomorrow* – the online mode looks great, however it should be an offline feature.

As a gamer I would rather have no online play, but a game that is either longer or has larger levels and an extra 30-40% more playability. Surely developers could produce two versions of a game – one with online features, one without, and they could be priced differently to make up for this fact.

So, do you think I am right – is the online facility reducing the number of levels, length, modes and overall playability of games, or am I just over-thinking this? Please help me, as I'm driving everyone crazy with this, including myself.
Darren Mullins, Workington

Think of the online stuff as an extra bonus, Dazza. It's wrong to think that by ditching the online stuff the main game could be embiggened – and, as always, it's not the length of a game that accounts for how good it is, it's how *enjoyable it is to play*. Look at films – Kevin Costner's The Postman is approximately 100 hours long and arse-numbingly dull, while Shrek 2 is a brief 90 minutes and a crazy funbag of pure joy. Which would you prefer? Brief, fleeting pleasure, or a long drawn-out death rattle of creative diarrhoea?

WRITE TO PSM2 WITH: CRYING AT GAMES - ACCEPTABLE? HAVE YOU FINALLY GOT ONLINE YET?

© Kobal

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND KNOWS ALL! ALL! ALLLLLLLLLL!

LOOKIN' FINE ONLINE

►Dear Robo-Mind,
Blame it on the pathetic lump of slimy organic matter that is my brain, perhaps, but I'm a little confused by PSP and the memory sticks it'll be using. Being a hip and generally fly guy, I've got a Sony digital camera and network walkman. Will I be able to use their memory sticks to transfer media (or, er... pictures and music) to my PSP? Eh? Hmm?
Peter Davis, Sudbury

Heed me meatlings! This letter column really isn't going to work if you start mocking your own frailties. While I, in all my perfect, gleaming, metallic wisdom, am perfectly suited to besmirching your ridiculous carbon-based forms – I mean, you're made of MEAT! How stupid is that? – you should stick to simply bothering me with your inane and absurd questions.

Aaaaanyway, the answer to your question is: maybe. PSP actually uses Memory Stick Duo, which isn't a common format at the moment. And although we're sure PSP will work with more regular memory sticks, the problem is one of physical size, as Memory Stick Duo is smaller than your average memory stick.

WI-FI DUMBASS

►Dear Robo-Mind,
I require knowledge of wireless networking as it confuses me. But even so, the fact that PSP will use it for hot multiplayer action is dead exciting indeed. I hear about something called 802.11b – what is it exactly?
Alan Twink, Chester

Why can you feeble fleshpods not get your puny 'brains' around the concept of this? If you were possessed of a gleaming central processor instead of decaying lump of thought-meat you'd have no trouble. 802.11b is the protocol that PSP uses for wireless networking – it has a workable range of about 100 meters, and within this range other devices that use 802.11b will be able to transfer data. However, a newer version – 802.11g – is also available, and that's got a range of about 400 metres, much closer to the wi-fi ideal of being able to wander around using your wireless device will-nilly. Naturally, this newer version uses more power, so that's probably the reason Sony have stuck with 802.11b.

PROBLEMS IN BED

►Dear Robo-Mind,
I like to play my PS2 in bed – well, who doesn't? But the distance between my console and me, lying down and propped by pillows, clad only in vest and socks, means that I often have to move down to the end of the bed as my joypad lead isn't long enough to accomodate my nocturnal gaming. Any tips?
Gary Wah, Islington

If you rested upright in a recharge pod just like any right-thinking robot then you wouldn't have this trouble, hu-man. Sigh. Ah well – you're in luck. Joytech have just released a wireless PS2 controller with a range of seven metres. It costs £24.99, and takes three AA batteries for a whopping 50 hours of playing time. Check out www.joytech.net for details.

PLAYSTATION 2 MAGAZINE
PSM2

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DOLBY DIGITAL PRO LOGIC II

PlayStation.2

"THE CLOSEST THING TO ONLINE GTA WE'LL SEE IN THE NEXT FEW YEARS" SEE PAGE 16

Acce

14 PS3 AND PSP NEWS FLASH

Classic games such as *Burnout* and *PES* have been confirmed for PSP and Sony promise PS3 will be shown at next year's E3. Yowza!

15 KINGDOM HEARTS 2

The nicest game in the world turns nasty in this action-packed sequel. But can Disney and Square Enix work their magic again?

16 25 TO LIFE

The new *GTA* isn't online, but this is as good a consolation prize as any. Take to the online streets and cause chaos as either a cop or a gangsta.

You want more?!
Check out the sumptuous *Need For Speed Underground 2* (15), *Rogue Trooper* rumours (14), *Predator: Concrete Jungle* (15), PLUS Midway scares gamers! (18)

LLBACK TO MINE: The Swedish striker hurdles the keeper – much more instinctive in *PES4*.

FREDDY, STEADY, GO: Arsenal's Ljunberg is blessed with a crisp first touch, as demonstrated here.

ONE STEP, A HEADER, THE GAME: Timing is more important than ever, as is physical strength.

FLICKING ON BOTH SIDES: First touches are much more important to beat players.

CURL ONE OUT: You can press ⬓ to toggle between one-two set pieces and direct punts.

HERE FIGO, HERE FIGO: The crowd chants are more dynamic and commentary will be more direct.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PRO EVO SOCCER 4

FIRST SCREENS, HARD FACTS...

SOL SURVIVOR: James really is a flapper this time out, but Campbell's steady like a statue.

DEL ON EARTH: Italian Piero will have signature first time shots, as will all major stars.

Konami sub wonky licensing for perfect player likenesses, abilities and 200+ teams – mixed news for Wayne Rooney.

On one hand, he's stronger, quicker and blessed with a sublime first touch. On the other, his teenage foibles – blemishes, 'unique' ears n' all – have never been so accurately portrayed. That's the mixed news for Wayne Rooney in *Winning Eleven 8*, the game destined to become *Pro Evolution Soccer 4*. After a brief flirtation with early code, we can confirm that the level of realism continues on its exponential rise to perfection and beyond.

The crispness is the first thing that hits you – from the clean white, pastel shade, menu screens to the razor-sharp player outlines. For example, you can see the grey highlights in Brazilian Cafu's hair – a mass of tight, realistic swirls. John Terry grimaces with uncanny accuracy, and many players who previously suffered from 'Generic player face K' syndrome, look startlingly realistic.

Player control is precise, with dribbling taking an imaginative new precedence. Though we failed to master all the new tricks – Konami assure us there'll be context-sensitive nutmegs, Ronaldinho-style leg flicks and new fake moves where you push the ball right, then rapidly drag it left and vice versa – we were amazed at the effectiveness of traditional tricks when using skilled players. For example, Ronaldinho's fake move (◻ then ⊗) is performed with lightning pace. Other stars, like Raul, will have signature first-time strikes.

Sliding tackles – previously all-powerful – now lead to surprise outcomes depending on precision timing and player attributes. One minute you're hooking the ball into your knees and rising like a hero , the next catching a heel and surrendering a free kick. The set-pieces have been refined to allow one-two lay offs, proving as effective for experts as they are confusing for novices.

"THE LEVEL OF REALISM CONTINUES ON ITS EXPONENTIAL RISE"

Passing – and we say this *every* year –is more versatile, with a power bar for lofted through-balls and the ability to auto-pass to different players by holding the button. Physical attributes have been heavily emphasized, so while, say, Owen has a great chance of toe-poking a through-ball past Stam, there's a greater chance of him being shoulder barged away and dispossessed.

It's early days – we're talking about early Japanese code here – but ball physics seem bobblier, while player control is tighter. In short: heaven. We can't wait.

PSM RECKONS *PES4 hits the UK in October, but – all being well – we'll have some special news next issue. Even on the strength of early code, you may as well earmark £40 now. Bad news: no online play. Good news: see you next month...*

GOODBYE ORANGES, HELLO OFFICIAL KITS

In a landmark agreement with the Dutch Football Association, *PES4* will feature accurate kits from clubs including PSV Eindhoven, Ajax and Feyenoord. The same will be true of the Italian and Spanish leagues. Rumours suggest that up to 75% of the game will now be officially licensed. Dammit – we'll almost miss you Van Nistelroum. *Almost*.

GOOD

ROMA MONGERING: Last year *PES3* had a decent number of Italian kits, complete with sponsor's badges and club crests.

RUBBISH

NISTELROUM FOR IMPROVEMENT: The Dutch used to be known as the 'Oranges' with frankly ludicrous names. Not any more.

PS3 & PSP: NEWS OVERLOAD!

Madness! In the space of a day, Sony announced a raft of **new PSP titles**, details on portable **network gaming** and the **PS3's official unveiling**...

As we write this, the PlayStation Meeting 2004 in Japan has just ended, and as you'd expect there's been a head-burst of juicy new information pertaining to two of Sony's biggest properties; PSP and PS3.

First off, the games. Among the massive list of announced titles (the majority of which are unpronounceable Japanese curios) was *Winning Eleven 8* (portable *PES4* with wireless multiplay!), *Harvest Moon, THUG2, Twisted Metal, Need For Speed Underground, Transformers* and *Burnout*. Then there's the news that up to 16 people can connect wirelessly and that it can communicate with the PS2 via USB – think of the possibilities! Far less exciting is the news that producing a UMD costs 300 yen (£1.50 – about the same as a DVD, meaning game prices should be similar to PS2). One of the launch titles, *Talkman*, can be used as a portable translator. Simply type in an English phrase and a small bird man will say it out loud in one of nine languages – an essential travel tool, and proof that PSP will be the most versatile handheld on the market.

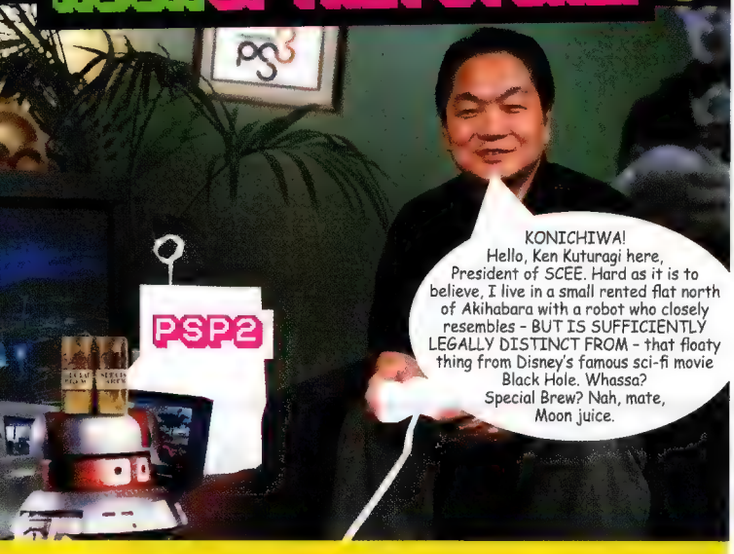
And then there's PS3. Sony have announced that they will reveal details of PlayStation 3 by the end of the next financial year, which ends on March 31, 2005. The console will then be demonstrated at E3 2005. Expect more PS3 and PSP tidbits as their release draws nearer. Watch this space.

PSM RECKONS *Holy mother of God! PSP has got to to be the most exciting thing EVER. And the PES news has got us all in a tizzy.*

Midway's forthcoming **Mortal Kombat** sequel has been renamed **'Mystification'** in **France** because, embarrasingly, **'Deception'** loosely translates to **'Disappointment'** in **French**. Should have thought about that before they named it, shouldn't they? It's **'Sega' all over again**. What? Oh, **ask your Italian teacher...**

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!


PS3
PSP2
KONICHIWA!
Hello, Ken Kuturagi here, President of SCEE. Hard as it is to believe, I live in a small rented flat north of Akihabara with a robot who closely resembles - BUT IS SUFFICIENTLY LEGALLY DISTINCT FROM - that floaty thing from Disney's famous sci-fi movie Black Hole. Whassa? Special Brew? Nah, mate, Moon juice.

PSP may not make its mooted March 2005 North American – and thus European – release date, according to a report by American Technology Research analyst PJ McNealy. The report claims that insufficient development kits have been shipped to developers, with music and movie publishers – a key part of Sony's strategy – lagging behind. Insiders suggest that the movie studios are unhappy with the PSP's battery life, and want the machine to support at least 2.5 hours of DVD quality playback, so users can watch an entire film in one sitting.

Other PSP rumours suggests the screen is too expensive – extreme estimates place the cost of the machine at £350 – though my good pal, Sony Europe's Phil Harrison, insists that rather than compromise the screen has been *improved* since E3. Ominously, he refused to speculate about the price. Start saving peeps!

Ken will return with more jovial, yet accurate, PSP and PS3 news next issue.

CLUB FOOTBALL 2005

Vying for a top two position this year, **Club Football** is set to exceed its **previous mediocre form**...

As far as footie titles go, *FIFA* and *PES* are the Man Utd and Arsenal of PS2 games. But when you consider that Codemasters have redefined their *Club Football* engine, it looks like we're in for more than just a two horse race this season.

Club Football 2005 now allows players to perform silky skills in order to bamboozle the opposition. The L1 button activates the Precision Trigger, which is used to slow your player's pace so that you can pick out a defence-splitting pass, or side-step an oncoming defender with a relative ease. You now have more control over your shooting thanks to the amount of curl you can put on the ball as you're pressing ○. So expect to feel smug as you watch goalkeepers grasping at thin air, as you lob a 40-yard effort with exquisite accuracy.

Keeping with the tradition of the *Club Football* series, there's now an even greater content of extras to keep you occupied off the pitch. There's a stadium tour option that can be unlocked, which allows you to take an unrestricted trip around each of the licensed stadia. Good stuff, huh?

PSM RECKONS *This year's model offers a more fluid game, so we're anticipating something special. Our fingers are crossed, anyway.*

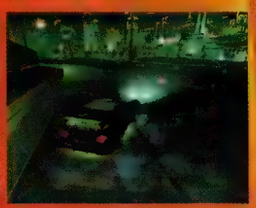
EA BOOK BURKE

Pretty lady signs for **Need For Speed Underground 2**. PSM2 falls for marketing ruse. Runs photo.

EA have signed American presenter/cod philosopher/FHM cover star Brooke Burke as the face of *Need For Speed Underground 2*. The former presenter of E! Entertainment's travel series 'Wild On' will play the role of underground race organiser, Rachel, who guides the player through the new free-roaming city. "*Need for Speed Underground 2* captures one of the reasons why I love my cars so much," explains Burke, while – possibly – fanning her face with million dollar bills. "They're a canvas for self-expression"...

For more on *NFSU2*, including the first hands-on verdict, head to page 28 for our Car Quake feature pitting the year's best driving games head-to-head. For more on Brooke, head to www.brookeburke.com and - for the love of all that is fresh and decent – shepherd your loved one/siblings/children into the kitchen.

PSM RECKONS *Celebrity endorsement is key part of EA's mass market strategy. That said, if they could actually get [illegible] Hollywood actress [illegible]*



©Rex features

KINGDOM HEARTS 2

The game that **melted a thousand hearts** returns, but this time it's more likely to **kick you in the head.**

The first *Kingdom Hearts* (PSM2#29, 88%) sold well over three million copies worldwide, which is surprising really since most people we've spoken too think it's childish, puerile nonsense. But those people are *wrong*. The game has an intensely hardcore undercurrent that makes it appealing to both gurgling babes and discerning gamers, and *Kingdom Hearts 2* hopes to continue the tradition, while at the same time opening things up for the more casual gamer.

The unique realtime battle system from the first game makes a triumphant return, but it has been completely revamped to make the action flow more freely (a problem that marred our enjoyment of the first game). *Kingdom Hearts 2* has also taken a turn to the dark side, and the cutesy Disney imagery has been altered to suit this. Mickey now wears a trenchcoat and totes a sodding great keyblade, for example.

PSM RECKONS *Kingdom Hearts 2 is looking like a much more mature experience than its predecessor, which is a good thing. Firstly, it'll open the series up to an entirely new audience, and secondly it'll make for a typically gripping plot. We expect great things of this.*

Accelerator extra

Last minute additions to the news bucket...

PREDATOR: CONCRETE JUNGLE

► This third-person action title lets you take the mantle of a Predator in hot pursuit of some puny fleshlings. Use thermal scanning, shoulder-mounted rocket launchers and spears to take down your enemies. Tasty.

SPY FICTION

► This third person stealth game revolves around taking over the voice, appearance and persona of people to sneak through various enemy installations. Very cinematic.

DYNASTY WARRIORS 4: EMPIRES

► Tactical action game based around the unification of ancient China. Think of it as sort of a halfway house between *Romance Of The Three Kingdoms* and *Dynasty Warriors*.

WORMS: FORTS UNDER SIEGE

► The familiar *Worms* gameplay has been revamped with a strategic edge, and now involves taking over 'forts' on a bizzare chess board-style level. The thinking man's *Worms*. Apparently.

CRIMSON SEA 2

► *Dynasty Warriors*... in space! Yes, our dreams have come true and we can now jaunt around moon bases kicking the shit out of alien space bugs. The game takes an RPG slant, rather than the all-out-action of *Dynasty*, though.

GET ON DA MIC

► A kind of ghetto *Singstar*, wherein you get on da friggin' mic and rap to a selection of licensed choons. Ideal for drunken parties (and sober ones).

25 TO LIFE

Eight tooled-up homeboys. One urban battlefield. Eight shotgun-toting law enforcers. And the closest we'll get to online *Grand Theft Auto*...

Upset that *GTA: San Andreas* isn't online? Eidos' surprise hit of E3, and the game they're all (well, Dan G, anyway) calling *SOCOM* in the ghetto, might be your salvation. *25 To Life* has all the squad elements of *SOCOM*, but the idea that you're controlling a trigger-happy homeboy rather than some faceless rubber-clad mercenary is immensely satisfying. The battlefield is made up of Los Angeles-style low buildings and wide boulevards, each littered with destructible objects and makeshift cover. It's an idea that works perfectly in an online environment, and although objectives aren't as complex as in the aforementioned *SOCOM*, you'll still have to work as a unit to successfully defeat whichever team you're up against.

Depending on which team you're in, you'll be able to customize your character in a number of ways. Physical appearance and outfits that can be earned throughout the game can be tinkered with, and there's sure to be a wealth of unlockable weapons. We've yet to see how the game handles online with a full consignment of players, but we expect it to run smoothly. Again, as with *SOCOM*, you can use the USB headset to communicate with other players, so get ready to flex your insultin' muscle as the airwaves are going to be chock-full of sweary wannabe gang bangers and obnoxious American loudmouths.

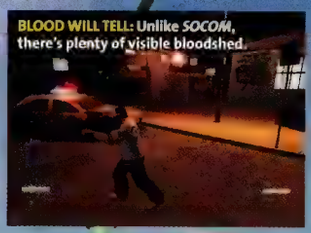
With a promised hip-hop soundtrack, sprawling streetscape battlefields and an objective-driven single player mode, *25 To Life* is looking absolutely brilliant. If it can get past the problem of online lag and cyber twats who purposefully make everyone's life a misery, it'll be a cracking multiplay experience, and the closest thing to [illegible] see in the next few years.

PSM RECKONS: *The similarities to SOCOM end at the visuals and basic gameplay. This is a very different experience, and a much more accessible one. The appeal is obvious: 16 men with guns fighting. Absolutely brilliant. And the prospect of tussling in city streets sounds a lot more fun than dusty deserts and soviet fortresses. This could be the answer to Sony's online woes, and rightly so, it's the shit.*

FIRE WALKER: Expect oodles of explosive mega death.

LASER QUEST: The filth have access to the latest in weapon technology.

GUN CLUB: As you'd expect, gangsters enjoy totting filthy great 'nines'.


BLOOD WILL TELL: Unlike *SOCOM*, there's plenty of visible bloodshed.

WHY IT'S SIMILAR TO SOCOM

- The in-game graphics and menus are very much the same.
- Each team has their own individual skills and weapons.
- Working with your squad is vital to your team's success.
- Exceptional players are entered into an online leaderboard.
- You can twiddle your weapon loadout before each battle.
- Banter with fellow players using the USB headset.
- Use a voice filter function to mask your dulcet tones.
- Access to servers is restricted by rank and class.
- Classic game modes including CTF and deathmatches.

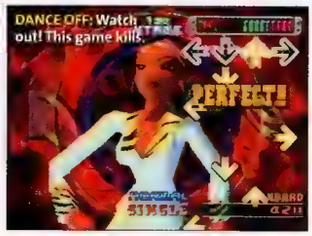
WHY IT'S VERY UNLIKE SOCOM

- There's a hip hop soundtrack backing up the action.
- Cops and gangstas instead of SEALS and terrorists.
- Massive cities instead of claustrophobic bases and oil rigs.
- Customize your character's appearance with unlocked bling.
- Interactive environments full of pedestrians and animals.
- Rob banks, run drugs and generally break the law.
- More emphasis on silent takedowns and non-lethal combat.

"DANCE 'TIL YOU DROP"

VIDEOGAME KILLS AMERICAN!

Well, almost. American dance fanatic Kimber Wilson shimmied herself into a heart attack on Konami's butt-shaking rhythm game *Dance Dance Revolution*. But don't worry – she had an existing heart condition. Hilariously, the game that promotes healthy jiving has almost killed someone. The incident happened in an arcade in Nebraska, but confused onlookers thought she was performing some kind of bizarre experimental dance routine and neglected to help. Twats.



DANCE OFF: Watch out! This game kills.

"LOCATION, LOCATION, LOCATION"

SONY OPEN $800,000 VILLA!

Ever wondered where all your money goes when you buy a Sony game? Well, it's spent on decadence like this. Sony's villa has hosted parties for rapping sensation P. Diddy and talentless showboat Paris Hilton, among others. The house is located in the exclusive Hamptons region of Long Island, NY. Hilton used the villa to launch her new label, Heiress Records whereas Diddy was using the lush pad to convince children to vote.

"FAT OF THE LAND"

GAMES INFLATE AND TERRIFY YOUTH

The children's hospital of Philadelphia has published a report stating that videogames are making America's youth chubby. The study was conducted on Swiss kids, and showed that extended periods of sitting on one's arse can cause morbid obesity. Their thumbs, though, were found to be remarkably supple. As some kind of twisted promotion for scare-fest *The Suffering*, Midway conducted a survey that apparently proved videogames to be scarier than movies. According to the surveyors, 49% of people say games are so terrifying, they make their hair stand on end. We reckon this is all nonsense, but who are we to argue with Midway?

SCARE FEST: Did you shit yourself playing *The Suffering*? We did. All over the rug.

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Official PlayStation 2 Magazine

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MOST WANTED

UK GAMES AWARDS 2004

VOTE FOR YOUR FAVE GAME!

Here's the shortlist – now vote for your most wanted game!

So, hopefully you know the score by now. Most Wanted is a big-ass videogames show taking place in October – and the winners are decided by YOU, our readers. Now how often do you get an opportunity to have you say like this? Almost never! In the past couple of months we've asked you to vote for the PS2 games you're looking forward to most, and thanks to you we've now been able to compile short lists of your most wanted games in several different categories. So what now?

Well, the next step is to take a butcher's at the short lists and vote for your *single favourite game* in each category. That's right – we just need you to tell us which one game from each short list tickles your fancy the most. You can vote via texting on your mobile phone or by visiting our website: www.gamesradar.com. Find all the details elsewhere on these pages.

So what are you waiting for? Take a look at the different categories, get voting, and you might see the games you're looking forward to the most win. Plus! That's not all. We've also got a frankly fantastic competition for you as well, where one lucky winner can get their mitts on a widescreen TV, surround sound system, Gamecube, PlayStation 2, Xbox and a PC. That's everything you'll ever need!

The closing date for your nominations and compo entries is September 30th. We'll be printing the results in a later issue of PSM2 so you can see exactly who the winners are. Ace!

SHORTLISTED GAME TITLES

MOST WANTED PS2 GAME

Devil May Cry 3	(Capcom)	PS1
Gran Turismo 4	(Sony)	PS2
Grand Theft Auto: San Andreas	(Rockstar)	PS3
Killzone	(Sony)	PS4
Metal Gear Solid 3: Snake Eater	(Konami)	PS5
Prince of Persia 3	(Ubi Soft)	PS6
Pro Evolution Soccer 4	(Konami)	PS7
The Getaway: Black Monday	(Sony)	PS8
Timesplitters 3: Future Perfect	(EA)	PS9
WWE Smackdown! vs RAW	(THQ)	PS10

MOST WANTED XBOX GAME

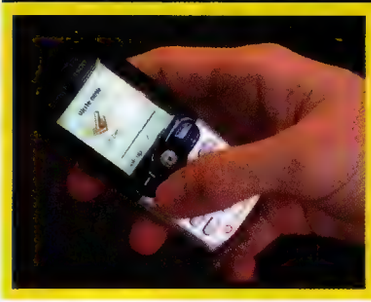
Brothers in Arms	**(Ubisoft)**	**XB1**
Call of Duty	(Activision)	XB2
Doom 3	**(Activision)**	**XB3**
Fable	(Microsoft)	XB4
Forza Motorsport	**(Microsoft)**	**XB5**
Halo 2	(Microsoft)	XB6
Jade Empire	**(Microsoft)**	**XB7**
Pro Evolution Soccer 4	(Konami)	XB8
Tom Clancy's Splinter Cell 3	**(Ubisoft)**	**XB9**
WWE WrestleMania XXI	(THQ)	XB10

MOST WANTED PC GAME

Doom 3	**(Activision)**	**PC1**
Ghost Recon 2	(Ubisoft)	PC2
Half-Life 2	**(Vivendi)**	**PC3**
Richard Burns Rally	(Sci)	PC4
Rome: Total War	**(Activision)**	**PC5**
STALKER	(THQ)	PC6
Star Wars: KOTOR 2	**(Activision)**	**PC7**
The Lord Of The Rings: The Battle for Middle-Earth	(EA)	PC8
Warhamer 40,000: Dawn of War	**(THQ)**	**PC9**
World of Warcraft	(Vivendi)	PC10

How to vote for your Most Wanted game:

VOTE BY TEXT



1. Text MOSTWANTED followed by a space
2. Then the VOTING CODE (e.g. DG1),
3. To be entered into the competition to win the MOSTWANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...

Example: MOSTWANTED DG1 IT'S GOT THE BEST GAMEPLAY & GRAPHICS BY MILES. I'VE BOUGHT EVERY VERSION, SO I KNOW I'LL STILL ABSOLUTELY THRASH ALL OF MY MATES AT IT!

4. Send your txt to 83130 (message costs 25p inc VAT plus your normal text cost)

VOTE ON THE INTERWEB

You can also vote by logging on to the Games Radar website. All you need to do is click on the MOST WANTED logo, and follow the instructions on the page. To be entered into the competition to win the MOST WANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...

Terms and Conditions: Text messages cost 25p Inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JB. The closing date for entries is 30/09/2004. The winner of the Most Wanted Prize will be notified by telephone on 15/10/04. Multiple entries are allowed. Terms and conditions apply. This competition is not exclusive to this magazine. The editor's decision is final; no correspondence will be entered into. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885. No purchase necessary. There is no alternative to the prizes stated. The address for postal entries is "Most Wanted UK Games Awards 2004", Future Plus, 30 Monmouth St, Bath, BA1 2BW. Proof of posting will not be taken as proof of delivery. Winners' names will not be published. Written requests for details will be honoured.

IS THERE A FREE COPY OF SPIDER-MAN 2 IN YOUR DVD?

MOST WANTED GAMECUBE GAME

Donkey Konga	**(Nintendo)**	**GC1**
Metroid Prime 2: Echoes	(Nintendo)	GC2
Paper Mario 2	**(Nintendo)**	**GC3**
Pokemon: FireRed/LeafGreen	(Nintendo)	GC4
Resident Evil 4	**(Capcom)**	**GC5**
Second Sight	(Code Masters)	GC6
Star Fox	**(Nintendo)**	**GC7**
The Legend Of Zelda: Four Swords Adventures	(Nintendo)	GC8
Timesplitters 3	**(EA)**	**GC9**
Viewtiful Joe 2	(Capcom)	GC10

MOST WANTED SPORTS GAME

Championship Manager 5	**(Eidos, PC)**	**SG1**
Football Manager 2005	(SEGA, PC)	SG2
Pro Evolution Soccer 4	(Konami, PC/PS2/XB)	SG3
WWE Smackdown! Vs. Raw	(THQ, PS2)	SG4
WWE WrestleMania XXI	(THQ, XB)	SG5

MOST WANTED DRIVING GAME

Forza Motorsport	**(Microsoft, XB)**	**DG1**
Gran Turismo 4	(Sony, PS2)	DG2
Need for Speed Underground 2	(EA, GC/PC/PS2/XB)	DG3
Outrun2	(SEGA, XB)	DG4
Richard Burns Rally	**(Sci, PC)**	**DG5**

MOST WANTED FPS GAME

Doom 3	**(Activision, PC)**	**FP1**
GoldenEye	(EA, PS2/GC/XB)	FP2
Half-Life 2	**(Vivendi, PC)**	**FP3**
Halo 2	(Microsoft, Xbox)	FP4
Killzone	(Sony, PS2)	FP5

MOST WANTED ACTION ADVENTURE GAME

Grand Theft Auto: San Andreas	(Rockstar, PS2)	AA1
Metal Gear Solid 3: Snake Eater	(Konami, PS2)	AA2
Prince of Persia 2	(Ubisoft, PS2)	AA3
Resident Evil 4	(Capcom, GC)	AA4
The Legend Of Zelda: Four Swords Adventures	**(Nintendo, GC)**	**AA5**

MOST WANTED STRATEGY & RPG GAME

The Lord of The Rings: The Battle for Middle Earth	**(EA, PC)**	**SRP1**
Roller Coaster Tycoon 3	(Atari, PC)	SRP2
Rome: Total War	**(Activision, PC)**	**SRP3**
The Sims 2	(EA, PC)	SRP4
Warhamer 40,000: Dawn of War	**(THQ, PC)**	**SRP5**

ARE YOU A WINNER?

The lovely people at Activision have given us 25 copies of the magnificent *Spider-Man 2*, and we've hidden them in 25 copies of this month's issue of PSM2. Crack open the cover disc and have a look inside. If you're lucky enough to have won there'll be two discs and a game manual. And if you haven't won, our deepest commiserations, but you can always pop down to your local games emporium if you fancy some Spidey action.

WIN TV, CONSOLES AND SOUND SYSTEM!

We've got a widescreen telly, surround sound system, PS2, Xbox, Gamecube, PC AND the winning title of Most Wanted to give away to one lucky winner. How good is that? Pretty darn good indeed. So what do you have to do? When you send us your nomination – either by texting us or through www.gamesradar.com – simply also answer the following tie-breaker question in no more than 140 characters...

I Like The Game I've Voted For Because...

As an example, say you're voting for *GTA San Andreas* as Most Wanted PS2 game – your text message will go something like this: **MOSTWANTED PS3** followed by your tie-breaker answer. Easy, eh? And you can enter *as many times as you want*. All entries must be in by September 30th. Got that? Good.

*Note: actual prizes not shown.

grand theft auto San Andreas

MISSION 1 SCRIPT: MENACE
RYDER: "Man, What're you doin' here?"
CJ: "Yo, I'm seein' my homie!"
RYDER: "Hey homie – hey, it's good to see you back, man."
CJ: "Oh, no homie love, no hug?"
[They hug; CJ notices Ryder has a gun]
CJ: "Yo, why you armin' yourself, man?"
RYDER: "Man, some liquor store keeps paintin' over my graffiti, man! My writin' is beautiful! Teach the owner a lesson! This is the Families' hood! You down?"
CJ: "I'm always down."
RYDER: "Yeah? Hmm... let's go, homie."

© Corbis

No more speculation. No more hype. We've sat within inches of the game, here's the complete and unabridged story...

We've seen it. And, by God, we would have played it if the Rockstar rep holding the joypad had relaxed his grip for *just a second*. (A quick elbow in the face, grab the pad, kick over the glass coffee table at the other guy – if everything had gone according to plan we might have been able to get – oooh – five, maybe ten seconds of gameplay under our belt before security barged through the door.) Nah, it's not worth it. When you're being shown the biggest game of 2004 you'd best be on your finest behaviour.

"WE HEAD OFF TO GET REVENGE ON A PIZZA SHOP OWNER WHO HAS BEEN ERASING RYDER'S GRAFITTI."

So, after the small talk we settled into the couch to take in a five minute montage of movie and stock footage to get us in the mood. Clips from Menace 2 Society and Colors rubbed shoulders with stock footage of strippers, hustlers and scorched inner city streets. A Vegas-inspired segment lifted the tone with cash, glamour, helicopters and fat gold rope before we were back down to earth with crack pipes and Boyz N The Hood bleak street life. Rap tracks blared from the surround sound speakers, but we were under strict instructions not to relay their names to you as no music has been signed yet.

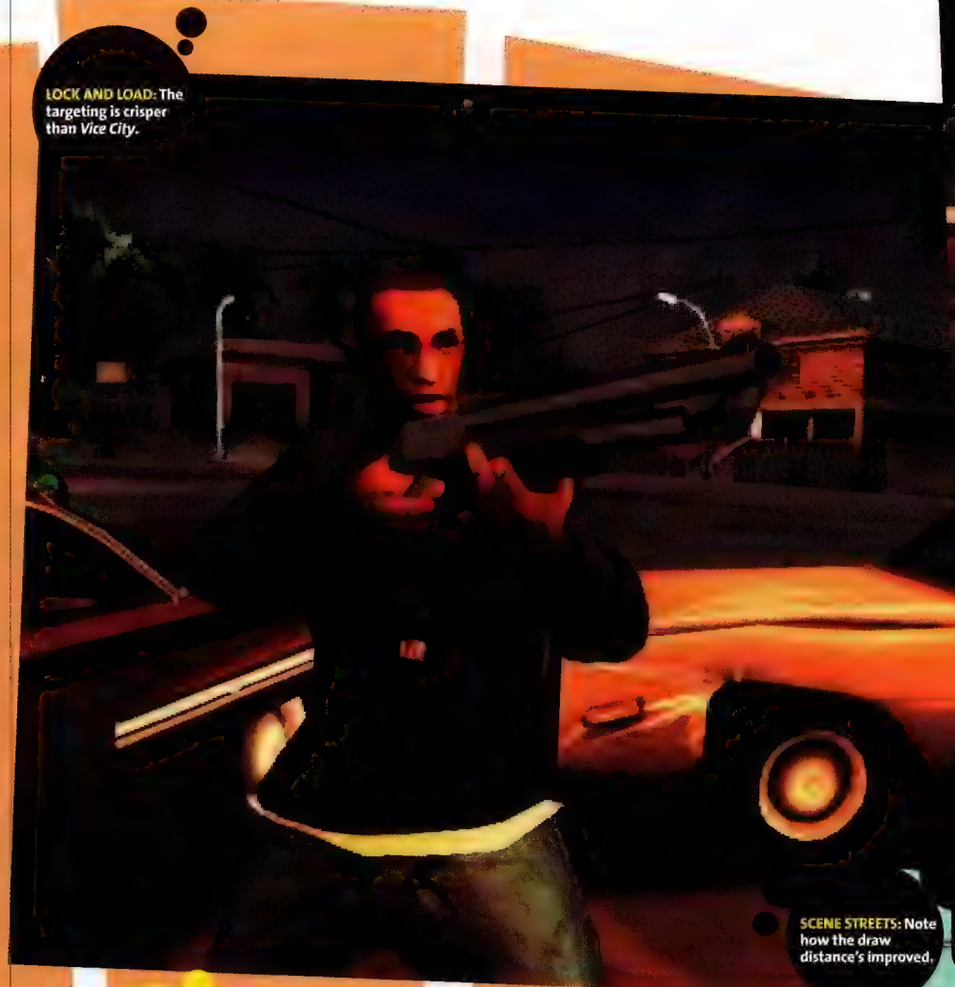
With the scene duly set it was time for the game. After a logo screen it sparked up to a large map. At the bottom were options for Select, Controls, Audio and Display and above was the world of *San Andreas*, an approximately America-shaped large, fat, empty, beige shape, save for a square in the bottom right corner, occupying less than a quarter of the total map available. This was Los Santos, the area of the game we were to be shown and – judging by the crammed streets visible on the map – an area as big as *Vice City* itself.

The other areas of the map would be filled with San Fierro (their take on San Francisco), Las Venturas (a remake of Las Vegas) and the hundreds of miles of open freeway, countryside and desert in between. But for now, Los Santos was more than enough.

Los Santos is – to all intents and purposes – LA. The setting sun gave the streets an orange glow and from the top of a bridge over the freeway we could see telegraph poles, flat single-story housing and roads snaking off into the middle distance. While they haven't mapped streets directly it's clear that someone has been out to south central and made it back alive with a digicam full of pics. From the bridge we could see that the draw distance is twice what it was in *Vice City*. The most immediately obvious change, however, is the amount of detail spent on our main character, CJ. There are muscles, sinews, facial expressions and extensive motion capture on show. We could clearly see that CJ was chewing gum, for example. In fact, if you were to stand the two side by side he'd make Tommy Vercetti look like a cartoon.

UNEASY RIDER

You play CJ. He's fresh back in town after living in Liberty City for five years following the death of his 10-year-old brother Bryan. His older brother Sweet has called him back following the death of their mother. Before he can get home, however, a couple of crooked cops, that CJ knew from his days as a young offender, come to pick him up from the airport and, instead of taking him home, drop him off in rival gang territory just to spice things up. CJ gets thrown from a car and then we're in control. We knick a BMX and through pumping the ⊗ button get up quite a head of steam. After riding around for a while admiring the improved graphic engine (there are 50% more polygons on screen)



LOCK AND LOAD: The targeting is crisper than *Vice City*.

DRAG BUST: The cops can cling to the back of your motor.

MISSION 2 SCRIPT: DRIVE-BY

RYDER: "I can drive as well as CJ man, I'm telling y – oh, hey, what's up, homie?" [CJ enters the room]

CJ: "Yo what're you sayin' bout me, homie?"

RYDER: "I'm sayin' that east coast make you drive like an idiot, homie! Man, you always crashin' cars and shit, and now somehow you back. All it is, is 'CJ drive there, Carl drive there".

SMOKE: "Man, why don't you take it easy, dude?"

RYDER: [To CJ] "Look, no offence man, but you can't drive for shit!"

CJ: "Well thanks, man! No, no, no – say what you really mean!"

SMOKE: [To Ryder] "You're such a good gun there homeboy, you gotta ride shotgun. So CJ, what's what?"

RYDER: "Hey, you're right – yeah, CJ, you can drive homie, c'mon".

SCENE STREETS: Note how the draw distance's improved.

"THINGS THAT YOU ACHIEVE 'ON MISSION' WILL CHANGE WHAT LEISURE IS AVAILABLE TO YOU AND VICE VERSA"

PEDAL POWER: Trick courses are almost certain to appear.

FOUR-SIGHT: Your pals exhibit strong AI. Maybe too strong...

and draw distance we roll up in our neighbourhood. Time for the first demo mission (called Menace) to start.

After a short cutscene and dialogue (see the 'Menace' box for the complete script) we head off with our buddy Ryder (who looks exactly like Eazy E from NWA, incidentally) to get revenge on a pizza shop owner who has been erasing Ryder's grafitti. Big mistake.

They hop in their truck and head off to The Well Stacked Pizza Company. On the way we enjoy yet more urban '90s sounds (that we can't tell you about – though we're assured that the game will feature a "full sweep of the dial" of '90s Californian radio, so expect another box set soundtrack).

However, before the pair enter the pizza shop CJ, in a cutscene decides that he wants a haircut and, sure enough, there, opposite the pizza shop is Reece's barbers. CJ heads inside.

HAIR TODAY GONE TOMORROW

Having your hair cut is just one of the new options to customise your character. As you play and make choices you can determine what you're wearing, what skills you have and even how fat you are. At $500 the haircut didn't come cheap, but after being asked to take a seat by Reece we were able to scroll up and down through an impressive array of *Sims*-like haircuts. Afros, afros with beards, long, short, flat-tops – there was plenty of gangsta variety. We opted for a sharp Carl Lewis and headed over the road with Ryder to cause some trouble.

Once inside – and after a short loading pause – we had more decisions to make. Would we go for the Buster meal or max it out to the Full Rack? There were three different food units to choose, each with different prices and different nutritional values. If you don't eat, CJ will grow lethargic and ill, but if you eat too much he'll get fat and you'll need to call in at one of the game's gyms to lose some weight. This isn't just for show. If your CJ is out of condition later in the game you'll find parts difficult or impossible, so keeping CJ healthy and looking good will determine how people react to him and make achieving certain missions easier.

Rockstar claim to have blurred the line between mission goals and leisure time to the point where you're not sure which is which. The things that you achieve 'on mission' will change what leisure is available to you and vice versa.

For now there's the small matter of intimidating the pizza shop owner. We admire the shiny reflective floor and watch the other diners for a while before Ryder decides to cause trouble. It turns out he's met his match as the owner pulls a 12-gague and opens fire. CJ and Ryder run for it and make their escape in their truck. End of mission.

DRIVE ME CRAZY

The next mission was titled 'Drive By'. This takes place some time after 'Menace' and involves CJ's gang, the Orange Grove Families, going after the Ballas, a gang who've been muscling in on their territory while CJ's been away. Check the 'Drive By' text for the intro cutscene. This was a driving mission and CJ, Ryder, brother Sweet and pal Smoke head off in the car together with you driving. We followed icons on the on-screen map until we find a gang of men stood by a parked car. Time to show off *San Andreas*' new drive-by shooting facility. With a tweak of the right stick we move the camera around to the side then hit fire to let lose a hail of bullets. Each of our gang hangs out of windows and opens fire.

The game AI allows each gang member to pick their target independently and likewise the Ballas open fire back at us, each of their hits depleting a single 'car health' bar. It takes about three passes before all the Ballas are face down on the sidewalk and then we go cruising looking for more gang members in the area and giving them the same rough justice.

However, before too long we attract the attentions of the local cops and have to make our escape. To shake them off we nip into a Pay And Spray shop (a *GTA* staple) and alter our car so as to slip out unnoticed. That said, after this mission you're no longer welcome in Balla territory...

The third mission was called 'Reuniting The Families'. This mission primarily takes place inside a large Motel building (with car park attached). The gang head to the Motel and once there Sweet enters to do business on behalf of the Families. However, within seconds the place is over-ran by cops both in cars and in helicopters hovering above. CJ goes into the motel to find his brother while Ryder and Smoke can't stand the heat and make a getaway in the car.

Once inside the motel we open fire with a shotgun at anyone who stands in our way. This showed off the new targeting system beautifully and while there's a clear influence from Rockstar stable mate *Manhunt* (right down to the three-pointed targeting sight that changes colour) *San Andreas* does do things differently. For a start there seemed to be none of the creeping, ducking and popping out that was the staple of *Manhunt* gunfights – the target circle simply flicking from nearest target to nearest target as you kill each, with the colour changing from red to yellow to show how much strength the selected bad guy has got left. While we love the ease of use (compared to the slightly twitchy targeting in *Vice City* and total balls-ache of *The Getaway*) the fights seemed a little auto-pilot with the new system taking care of the actual aiming for you while you ran around the motel pressing fire to blast folks in the chest when required. We trust there'll be a little more subtlety and skill required in some of the later shoot outs.

Upstairs we found Sweet taking cover and we made our escape over the roof. However, as soon as they step outside a circling police helicopter spots them and opens fire. By shooting back you make short work of the chopper and make your way down the outside of the building to street level where – fortunately – Smoke and Ryder have returned and you can make your escape with the LSPD in hot pursuit. Ryder gives CJ an AK-47 and so it's his job (ie, yours) to keep the cops off their tail.

"A POLICE HELICOPTER APPROACHES, FLYING SO LOW THAT ITS ROTOR BLADES ARE SMASHING UP THE FENCES AHEAD OF US"

END OF THE ROAD

In this part of the game you're limited to shooting at the cop cars giving chase. A gun sight in the centre of the screen shows where you're aiming as you wheel around shooting at cop cars as Ryder hurtles through the streets of Los Santos trying to give them the slip. However, losing them completely is impossible as before long you're shepherded down a back alley due to a police roadblock. The cops are behind you and ahead a police helicopter flies into view and approaches, flying so low that its rotor blades are smashing up the fences ahead. It's time for a face off. There's only one thing for it. Ryder guns the engine and you fly by, smashing through a billboard and crashing into a storm drain far below. Are our crew dead? Nope, they show up at the top of the bank, having leapt from the motor at the last minute.

And that's the story so far – three sample missions from the early part of the game, back in CJ's home in Los Santos. As for how Las Venturas and San Fierro are worked in we'll just have to wait and see. Suffice to say that this is one of the best-looking, most action-packed and absorbing games we've seen. The hype may be misleading – it's not *unfathomably* different from *Vice City* – which pedants may construe as disappointing. Bottom line: it's *only* shaping up as better than the best game on PS2. We can't wait to play more.

EAZY DOES IT: Here's Eazy E – the deceased rapper from NWA.

©Redferns Music Picture Library Ltd

FEELING VINE: The home of Los Santos' movie industry.
VINEWOOD
© Getty
WHEEL DEAL: Pedalling will help you stay in shape.
GUN AND DUSTED: Your shooting ability increases during play.
RYDER ON THE STORM: And here's Ryder. See? Same bloke, innit?

"IT TAKES THREE PASSES BEFORE ALL THE BALLAS ARE FACE DOWN ON THE SIDEWALK"

MISSION 3 SCRIPT: REUNITING THE FAMILIES

SMOKE: [To Sweet] "Hey, what's up, yo? What's up, man?"
SWEET: "Hey, turn that TV off right quick. Listen up fellas – like we were sayin', no more base is the streets."
SMOKE: "Finally!"
SWEET: "Yeah. We gon' unite the families once more. The Flat's been pumpin' our guys fulla base for too long while we argued amongst ourselves. Now, all the family sets are gon' meet at the St. Brutus Motel. I say it's time we went down there and made it official: keep that shit off our streets. I'll go. I'm our representative on this one"
SMOKE: "Hey, its all good. Sweet, think you can handle this? I'm down."
SWEET: "Alright – let's roll, homies"

TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

1 DRIV3R

Tanner's lugged his massive head all the way to the top of the charts, as expected. By now most of you should have it finished, and will have seen the absolutely shocking twist at the end. We won't spoil anything, but it's *Tomb Raider 4* all over again.

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	**DRIV3R** ■ Developer: Reflections ■ Publisher: Atari	90%
2	NE	**SHREK 2** ■ Developer: Luxoflux ■ Publisher: Activision	78%
3	NE	**SPLINTER CELL: PANDORA TOMORROW** ■ Developer: Ubisoft ■ Publisher: Ubisoft	88%
4	2	**UEFA EURO 2004** ■ Developer: EA Sports ■ Publisher: EA	70%
5	1	**HARRY POTTER: PRISONER OF AZKABAN** ■ Developer: EA Games ■ Publisher: EA	76%
6	NE	**READ DEAD REVOLVER** ■ Developer: Rockstar ■ Publisher: Rockstar	86%
7	4	**HITMAN: CONTRACTS** ■ Developer: IO Interactive ■ Publisher: Eidos	90%
8	NE	**CHAMPIONS OF NORRATH** ■ Developer: Ubisoft ■ Publisher: Ubisoft	82%
9	5	**SINGSTAR** ■ Developer: London Studios ■ Publisher: Sony	90%
10	NE	**SMASH COURT TENNIS 2** ■ Developer: Sony ■ Publisher: Sony	85%
11	10	**SONIC HEROES** ■ Developer: Sonic Team ■ Publisher: Sega	66%
12	4	**COLIN MCRAE RALLY 04** ■ Developer: Codemasters ■ Publisher: Codies	92%
13	7	**FIGHT NIGHT 2004** ■ Developer: EA Sports ■ Publisher: EA	88%
14	6	**TRANSFORMERS** ■ Developer: Melbourne ■ Publisher: Atari	83%
15	9	**THE SIMPSONS: HIT AND RUN** ■ Developer: Radical ■ Publisher: Vivendi	77%
16	17	**LOTR: RETURN OF THE KING** ■ Developer: EA ■ Publisher: EA	86%
17	NE	**ENGLAND INTERNATIONAL FOOTBALL** ■ Developer: Codies ■ Publisher: Codies	62%
18	8	**TOM CLANCY'S RAINBOW SIX 3** ■ Developer: Red Storm ■ Publisher: Ubisoft	77%
19	12	**CRICKET 2004** ■ Developer: HB Studios ■ Publisher: EA	68%
20	9	**SCOOBY DOO: MYSTERY MAYHEM** ■ Developer: AM&M ■ Publisher: THQ	51%
21	16	**FINAL FANTASY X-2** ■ Developer: Square Enix ■ Publisher: EA	83%
22	18	**MOH: RISING SUN** ■ Developer: EA ■ Publisher: EA	83%
23	11	**WORMS 3D** ■ Developer: Team 17 ■ Publisher: Sega	80%
24	13	**RUGBY 2004** ■ Developer: HB Studios ■ Publisher: EA	81%
25	17	**THE SIMS: BUSTIN' OUT** ■ Developer: EA ■ Publisher: Konami	79%
26	23	**MAFIA** ■ Developer: Gathering ■ Publisher: Take 2	71%
27	20	**PRINCE OF PERSIA: SANDS OF TIME** ■ Developer: Ubi Soft ■ Publisher:Ubi Soft	87%
28	22	**FINDING NEMO** ■ Developer: THQ ■ Publisher: THQ	71%
29	24	**WWE SMACKDOWN: HCTP** ■ Developer: Yuke's ■ Publisher: THQ	88%
30	27	**TRUE CRIME: STREETS OF LA** ■ Developer: Luxoflux ■ Publisher: Activision	74%
31	29	**GTA: VICE CITY** ■ Developer: Rockstar ■ Publisher: Rockstar	97%
32	28	**TONY HAWK'S UNDERGROUND** ■ Developer: Neversoft ■ Publisher: Activision	92%
33	30	**EYE TOY: GROOVE** ■ Developer: SCEE ■ Publisher: SCEE	68%
34	31	**GTA DOUBLE PACK** ■ Developer: Rockstar ■ Publisher: Rockstar	97%
35	32	**SSX3** ■ Developer: EA ■ Publisher: EA	94%
36	21	**BAD BOYS 2** ■ Developer: Blitz ■ Publisher: Empire	51%
37	34	**MANHUNT** ■ Developer: Rockstar ■ Publisher: Rockstar	91%
38	36	**LEGACY OF KAIN: DEFIANCE** ■ Developer: Crystal Dyn. ■ Publisher: Eidos	79%
39	NE	**THE CAT IN THE HAT** ■ Developer: Magenta ■ Publisher: Vivendi	27%
40	39	**BALDUR'S GATE: DARK ALLIANCE 2** ■ Developer: Black Isle ■ Publisher: Acclaim	82%

02 SHREK 2

A well-deserved number two spot for the the lovely movie spin-off. It's a whole load of fun, and perfectly supplements the film. Get this in.

07 HITMAN CONTRACTS

Not doing as well as it should be, but still muffling the charts with a chloroform-sodden hanky. Its days are surely numbered.

20 SCOOBY DOO

The intensely average action romp seems to have tricked a few grannies this month. Shame, that, because it's absolute mince.

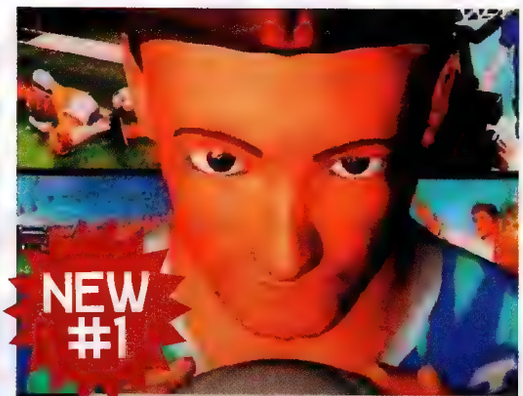
35 SSX3

A respectable position for the game that's been around forever. The online play is keeping this one alive, we think. And rightly so, it's utterly brilliant.

AMERICAN TOP 5 PS2 GAMES

1	FIGHT NIGHT 2004	■ Developer: EA ■ Publisher: EA
2	NBA BALLERS	■ Developer: Midway ■ Publisher: Midway
3	MVP BASEBALL 2004	■ Developer: EA ■ Publisher: EA
4	RESIDENT EVIL: OUTBREAK	■ Developer: Capcom ■ Publisher: Capcom
5	HITMAN: CONTRACTS	■ Developer: IO Interactive ■ Publisher: Eidos

JAPANESE TOP 5 PS2 GAMES



1	LET'S MAKE A J. LEAGUE CLUB...	■ Developer: Sega ■ Publisher: Sega
2	XENOSAGA: JENSEITS VON GUT	■ Developer: Namco ■ Publisher: Namco
3	PACHISLOT TOUKON DENSHO INOKI	■ Developer: Success ■ Publisher: Success
4	MEMORIES OF SOREKARA	■ Developer: Kid ■ Publisher: Kid
5	GENERATION OF CHAOS IV	■ Developer: Idea Factory ■ Publisher: Idea Factory

Fight Night's still TKO'ing the charts over in the States, but Japan's been hit by soccer fever, as this odd management title shows.

MOST WANTED

THIS MONTH:
SIMON WALKER
FROM CORNWALL

Tell us what games you want to see and we'll get 'em for you!

1	GTA: SAN ANDREAS	■ Developer: Rockstar North ■ Publisher: Rockstar
2	SILENT HILL 4: THE ROOM	■ Developer: Konami ■ Publisher: Konami
3	KILLZONE	■ Developer: Guerilla ■ Publisher: Sony
4	TEKKEN V	■ Developer: Namco ■ Publisher: Namco
5	GRAN TURISMO 4	■ Developer: Polyphony ■ Publisher: Sony

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be The Best PlayStation 2 Magazine In The World Ever, but wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name .....
Address .....
.....
.....
What do you want? .....
.....
.....

10 THINGS YOU MUST DO THIS MONTH

1	Thank the God of miserable weather that the intense, murderous heat is all but gone.
2	Catch your own food like in *Snake Eater*. Sparrows, worms, pigeons...
3	Clean your house then purposefully mess it all up again for no reason whatsoever.
4	Dress up like an English gentleman and pad around town being nasal and caddish.
5	Try and make the tallest hat in the world from cardboard and feathers. Then wear it.
6	Import *Vib Ripple* and make a small rabbit sit on your mate's face.
7	Convince people you're a Persian emperor by wearing gold chains and pantaloons.
8	Spend your rent money on useless, decadent crap even though it'll ruin your life.
9	Visit the cinema on a really busy day and loudly ridicule everyone's choice of film.
10	Learn how to play pool. It's a "man's skill" apparently, and you're a girl if you don't.

5 THINGS TO DO... WITH AN OFFICIAL PS2 VERTICAL STAND

1	Question your reasons for buying the useless bloody thing.
2	Fool people into thinking it's a holy object and start your own religion.
3	Hand them out at parties, pretending they're big, blue hors d'ouvres.
4	Try and skateboard on it, even though it has no wheels and is made of thin plastic.
5	Buy loads and build a big, blue den in the middle of the woods.

TOP 10 DVDS

What's big in DVD movie rental

1	BIG FISH
2	LOTR: RETURN OF THE KING
3	PAYCHECK
4	THE LAST SAMURAI
5	CHEAPER BY THE DOZEN
6	OPEN RANGE
7	MYSTIC RIVER
8	OUT OF TIME
9	S.W.A.T.
10	MASTER AND COMMANDER

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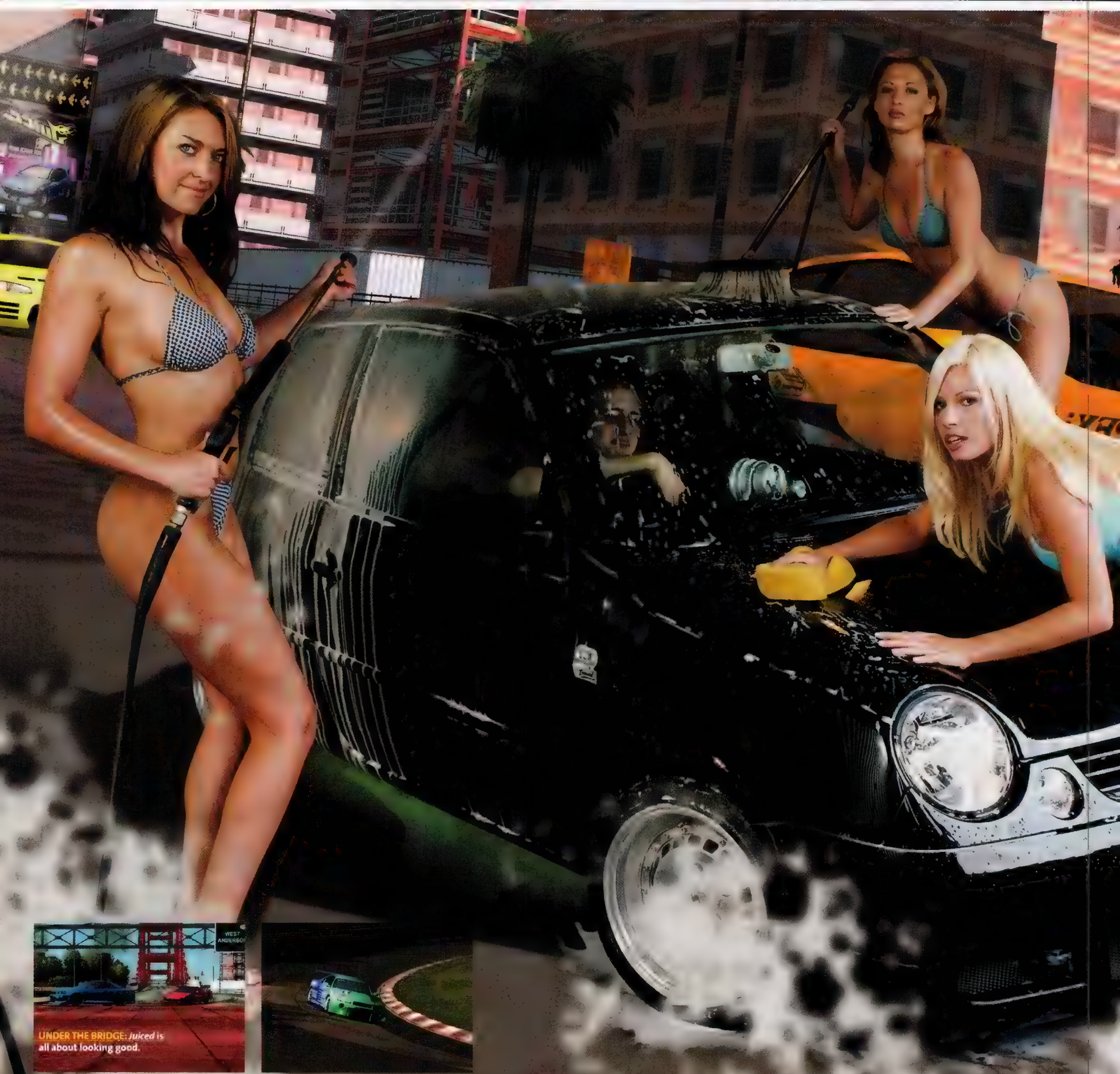


UNDER THE BRIDGE: *Juiced* is all about looking good.

Eight games. One winner. NO rules. With so many car-customising, pink-slip toting online racers on the way, PSM2 rubs fenders with contenders to find out which is in pole position and which will, um... end up wrapped 'round a pole. CAR-MON!

TAXI DRIVER: There are too Crash missions in *Burnout 3*.

THE RUNNERS AND RIDERS	WHAT MAKES THIS SO HOT?	WHAT'S IT GOT?	OUT IN THE UK
GRAN TURISMO 4 THE REAL DRIVING SIMULATOR	The sequel to the best-selling PS2 racer ever (over 35 million copies worldwide) goes online.	It's got more cars than Frank Butcher (well, 500+), incredible new handling, racer AI and a swishy photo mode.	October 2004
JUICED	More Lancaster Tesco's than LA Boulevard. Keeps it (semi) real with pumped-up urban fantasy cars and limitless modding.	Decent motors and cities, but the real action is online here. you can actually lose your ride to jammy online opponents.	September 2004
TOCA RACE DRIVER 2 ULTIMATE RACING SIMULATOR	Already a huge hit on Xbox, the PS2 version looks arguably sweeter with chunky cars and lots of fender jostling.	It's more packed than Mariah Carey's Grammy cupboard boasting every sort of racing from karts to trucks. Tasty.	September 2004
NEED FOR SPEED UNDERGROUND	Mod-heavy, high-speed, yankee fantasy – now with open-ended cities and sexy licenced ladeez.	Big, free cities to drive around, online challenges, but not a revolutionary step...	November 2004
湾岸 MIDNIGHT CLUB 3 DUB edition	Seriously blingin', with input from ludicrous American customisation mag Dub. Car and environment damage, too.	Vast customisation options on real cars with real rim, ICE and kit makers contributing mods.	November 2004
ENTHUSIA PROFESSIONAL RACING	And you thought *GT* was realistic. Sound the bell, dumbass! Schools in! Wooo!	Get yer sliderule out – there's more gravity-related science behind the scenes than in any other game. It's *real* real.	Spring 2005
SRS STREET RACING SYNDICATE	Fresh from Namco, but developed in the UK, this has got the looks and speed to dent the sales of *NFSU2*.	Mmmm ladies, ladies, ladies... Only the most shallow of men would suggest that girls are easily impressed by nice cars. And by God they're right.	November 2004
BURNOUT 3 TAKEDOWN	We loved the first two games and the new shunt-led gameplay works wonders. Is this the fastest racer ever?	It's all about sheer speed. And amazing deforming cars. And special effects. And stunning surround sound... Get the idea?	September 2004

TOP GEAR: As ever, *GT* has the finest selection of rides.

GRAN TURISMO 4

After an agonising two-year wait, *GT* creator Kaz Yamauchi's latest is *almost* ready to rock. The new Photo mode lets you snap your motors at the world's hottest locations (from Piazza San Marco to Paris), with pixel-perfect blur and lens effects, then save pics to Memory Card and trade with friends online, or print them with a USB printer.

There's 600 cars and 50+ tracks, including – major coup alert – the Nurburgring, the most notorious (and lovely) test track in the world. When real-life supercar makers dream up a new motor this is where they put it through its paces. Now you can do the same.

Rides include the hefty but hufty BMW M5, the usual Jap-splatter of Nissans on 'Yotas, right through to the McLaren F1 GTR – a car that has taken as many lives as it has enriched.

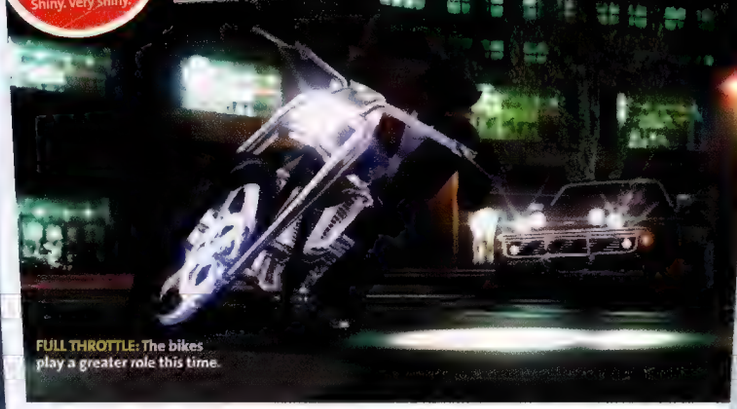
It looks gorgeous – just wait for the new New York track (better than *Prologue*) and keep your eyes peeled for Las Vegas and Paris. One gripe, tho'. The 'improved' AI is only slightly tweaked. Meaning you can still barge to the front on corners and nip past on straights. Sort it out, love.

HANG TIME: The rallies are back, and much improved.

HOT SHOT

MC3's ESCALADE

Other games might have super-cool sports cars but only MC3 has the rap-star's favourite, the Cadillac Escalade. Shiny. Very shiny.



FULL THROTTLE: The bikes play a greater role this time.

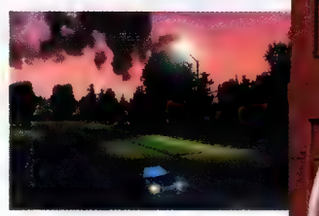
MIDNIGHT CLUB 3

Bling. It's a word that – if we use it once more – will be overused. But it's the only word that sums up what 'Da Club' is all about. Other racers go for realism, or speed. *MC3* goes for outrageously expensive real-life cars being so pimped out as to be unrecognisable, doing stunts that would even make Colt Seavers upend his scallions and – yes – smashing up scenery.

Distinctly US in flava, the endorsement and input of Dub magazine (a gazette of all that is outrageous in motoring) means that this is packed with the *exact* car that graces the driveway of notorious west coast rapper Grandiddy Kok. Or something.

The three cities on offer (Detroit, Atlanta and San Diego) are all pepped up by the inclusion of crazy-ass ramps and smash-thru short-cuts and while the rides are licensed and real, the speed and handling is pure arcade thrills. Hell, they've even got NOS on the bikes this time. Shhhmokin'.

JUICED



Pumped, pikey and piston-heavy this is the UK's answer to the watered-down corporate blandness of *NFSU2*'s goody goody bad-boy-ism. OK, so the rude grime intro (featuring 'the female Dizzie Rascal' Shystie, and knocked up on somebody's camcorder) creates a comically British lo-fi feel, but once you're on the track things improve dramatically.

It looks mighty fine and sprints along at a cracking lick. One thing though: despite all the down-market style pretensions what's with all the American tracks? How about being able to race through Doncaster town centre? Fortunately the choices of cars on offer are keeping it frighteningly real. Other racers serve up fantasy rides, but in *Juiced* you can actually bet your mitts on a Renault Clio and snazz it into the next dimension.

It's all about the mods and the British feel means that this is the closest game to bottling the UK mod-scene. You can even swap your stereo around, or add some oh-so-tasteful under body lights. And fortunately the racing isn't bad either – even if it is hard to spot corners approaching due to some fuzzy detailing. Overall it's tacky – but all the better because of it.

NEED FOR SPEED UNDERGROUND 2

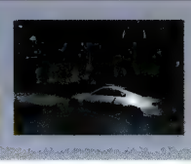
The surprise hit of last Christmas, and the reason the car-mod game scene exists. Perhaps surprised by their own success, EA are this time focusing on the mods, with a huge free-roaming city, endorsement from top totty Brooke Burke and nifty online modes.

The major new feature is the free city system where you can cruise for competition, seek out shortcuts (and collect secret parts) or just fine tune your skills. Once you've spotted a likely victim you can take them on in a race right there and then.

The frame rate (our main harrumph with the first game) has been improved, with impossibly sexy skyscrapers and daunting scale. The speed, mind, currently pales next to *Burnout 3*, while cars harmlessly plonk against scenery like it was covered in invisible jelly. No glass-smashing shortcuts yet.

Once again the main motoring action comes from Japan, but there's no escaping the suntanned, Fast and Furious feel, which is an acquired taste. Next to the likes of *Juiced* this feels like your Dad trying to breakdance. But in a nice coat.

WET WET WET: *NFSU2*'s sumptuous visuals. Nice, eh?



HOT SHOT

CITY SLICKERS

Underground 2 is a whopping 2000% square – five times the size of the previous game. Insane.

SMART GALLERY: *Enthusia* features the hairdressers' favourite, the Smart car.

ENTHUSIA

With 40+ manufacturers, variable weather and ultra-control analogue acceleration (*squeeeze* that ⊗ button) *Enthusia* takes no prisoners. This is THE most realistic racer *ever* thanks to a physics system that actually measures the G-forces being exerted on each wheel and shows you via a (baffling) meter on the screen.

The fact is you're too busy gawping at the gorgeous graphics to notice the weird new meter and, with an ever increasing wedge of real-life car manufacturers being signed up, there are plenty of cool cars to enjoy too.

It's even taken a leaf out of *Gran Turismo*'s book and included rally sections, though *Enthusia* goes one better to deliver full-on Jeep-style off-road races alongside the ability to take out a Mercedes McLaren SLR for a spin.

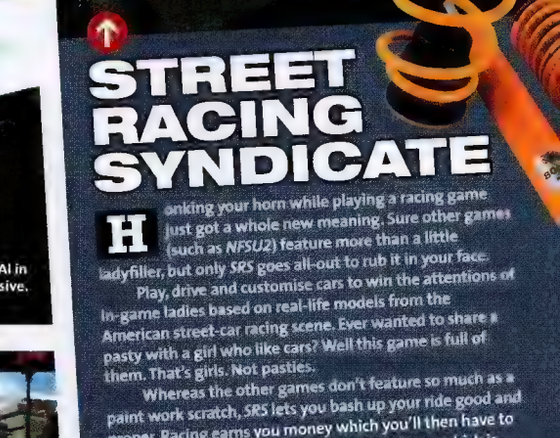
It's all good, apart from the fact that it's one of the few games here without an online feature, which may handicap it. And as for customisation, you'll have to make do with the usual tweakage of po-faced exhausts rather than exotic mad-ass paint jobs.

HOT SHOT

SRS'S GIRLS

Being able to lose a car online to a real-life opponent is cool, but what about losing your in-game girlfriend too, Bwah!

FLAME THROWER: Decals are super important in *SRS*.



TOCA 2

After massive success on the 'box, the PS2 version packs 52 tracks, unique rival AI and a chassis-bending 21 drivers on track. For the uninitiated this is a massive slice of realism that aims to cash in while *Gran Turismo 4* stutters on the grid.

The Career mode sees you being guided by a potato-faced virtual Scotsman through a series of races in a range of vehicles wider than J Lo's booty. And while the handling claims 'REAL!' it's actually tuned more for fun, with cars pleasingly edging out their back ends on corners and gripping a little more than they actually should. You'll still need to lean on the brakes to get a truck to take a hairpin, but the *GT*-style collection factor (there are literally hundreds of cars here) and the ever-more-exciting career prodding will keep you at it until Mr Sunshine comes a-calling.

HOT SHOT

TOCA 2's MOTORS

TOCA Race Driver 2's hottest bit has to be the truck racing. No other game features this variety of ride. Shame they're so slow...

I, ROBOT: The opponent AI in TOCA 2 is mighty impressive.

STREET RACING SYNDICATE

Hanking your horn while playing a racing game just got a whole new meaning. Sure other games (such as *NFSU2*) feature more than a little ladyfiller, but only *SRS* goes all-out to rub it in your face.

Play, drive and customise cars to win the attentions of in-game ladies based on real-life models from the American street-car racing scene. Ever wanted to share a pasty with a girl who like cars? Well this game is full of them. That's girls. Not pasties.

Whereas the other games don't feature so much as a paint work scratch, *SRS* lets you bash up your ride good and proper. Racing earns you money which you'll then have to spend on your car to get it back into shape – which is essential if someone is going to take up your offer of a pink-slip race online. Yes, like *Juiced* you can play for cars with the winner nabbing your motor from your memory card.

Looks-wise this is the business (better than *Juiced*) and the handling is bang-on too. Only *NFSU2* has the true power to beat it in the realistic street-racing stakes. We'll have a winner soon enough, but for now you'd best turn over the page...

BURNOUT 3

OK, let's just admit it. We've always had a soft spot for *Burnout* and – despite only owning a three-track test version of the finished game – this is the most played game in the office this month. EA wouldn't let us review it – tune back next month – but it's safe to say they have nothing to worry about.

It looks pretty like tropical sunsets and fast like leopards. The handling is more forgiving (which unfortunately means that if you're rubbish you can still look quite good) while the jostle-heavy Takedown system makes a pleasant change from shaving other cars' paintwork and crashing out. We've played the six-player online mode – it's lightning fast – and dig the 100 new Crash mode set pieces. The game's flawless in almost every department.

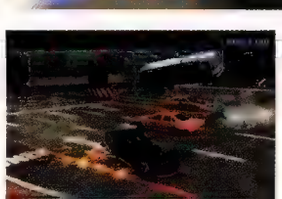
If there was a gripe it would be that the increased number of opponents (up from three to five) does make races less 'personal' – you no longer have duels and grudges, you're just racing against 'some other cars'. And the camera effects (while whizzy) can fuddle the mind at the most piss-awful moments. Still, this is pure arcade genius. We love it.

BUBBA SPARKS: It's the most fun we've had in the office this month. Cold, hard fact.

HOT SHOT

POWERED-UP

Crash Mode even includes bonus tokens to aim for, which give you boosts, score multipliers and other such goodness.



Category winners below!

THE BAD-ASS BLING BURNOUT!

Which racer is hotter than the sun and which is colder than, er, Uranus? Give it up for the PSM2 table-a-thon!

	GRAN TURISMO 4	JUICED	TOCA 3	NEED FOR SPEED UNDERGROUND 2	MIDNIGHT CLUB 3	ENTHUSIA	STREET RACING SYNDICATE	BURNOUT
BEST SOUNDTRACK	Cool jazz for the menus and (doubtless) a clutch of inappropriate British chart acts for the UK release	The sound of the hot and sweaty UK underground – like, er, Miss Dynamite and Shystie. Very Mercury Prize	Off the shelf racing game techno. No thanks	'Hot bands' are being signed up right now. Expect that to mean America parent barting like rawk	Rap and R&B based angry driving music. The bomb	Ivory tinkling cool jazz. Shit off	Rocky guitar driven, dance-fulled anthems. A bit bollocks all round	Cheesy hair metal thrashing. An absolutely perfect accompaniment to the game
BEST CUSTOMISABLE CARS	Sure, you can put a new exhaust on it, but who cares?	Top marks for being able to choose such realistic (ie, down-market cars) to bling up.	Customisation? Sorry chief. You choose the car and you drive it. That's it.	A token stab at giving you some new mechanicals to choose from, but not as much range as some others here.	Changes are primarily cosmetic, but we love the rims and lighting rig options on offer. Pimp-mungous.	Customisation features are still unkown, but expect basic engine tweaks, rather than crazy-ass re-sprays.	Second only to *Juiced*. You can customise your wagon to make it all your own.	Well, you can choose your car's colour. Will that do?
BEST ONLINE FEATURES	If it all comes together, this'll have a massive online world ranking system and car chat lobbies. Class	Lots of opportunity to compare rides online and race for pink slips	Basic race options. Nice, but not earth shattering	Similar set up to last year's offering. Race online – and some unannounced secret stuff	The ability to cruise around and check out other drivers cars before challenging them is rope-a-dope.	None. At all.	Remains to be seen which does the pink slip thing the best – this or *Juiced*	We're actually most excited by this one. Takedowns against real opponents will rock hard
THE P DIDDY 'PRESENTATION' AWARD FOR SMARTEST MENUS	Cool. Classy. Minimal Japanese style betrays the substance.	Someone's gone mad with the crayons. Rips off *NFSU* – but even more scrappy.	Euro chic from the masters of the racing game menu.	An in-your-face videogame assault on the senses.	Bling, but tasteful with it.	Squint and it's *GT4*.	Pleasingly tacky – though once again clearly ripped off from the king of the genre, *NFSU*.	Pure function. It's a videogame, not a lifestyle accessory. This does the job and little more.
THE BEYONCE 'BUM FABULOUS' AWARD FOR BEST LOOKS	Second to none for total realism.	Like the music, handling and lower-class content. It's a little rough, if fast.	Chunky and smooth, but just beaten by other smarter fare.	Better than the first game – but still with a couple of frame rate issues and over use of blurry fudging.	Sharp, hard and confident. It's fast, it's hold, it does the job brilliantly.	Right up there with *GT4*, but just beaten to the line.	A real outside bet, this one. But it's better looking than all the true street racers here.	My God, is this the fastest and most detailed game ever?
THE 50 CENT 'KEEPING IT REAL' AWARD FOR BEST HANDLING	Real. But does that mean it's just a weeeency bit boring?	Arcadey, but unforgiving.	Realistic, but with just the right amount of help to inject a bit of fun back into the experience.	The same as the last game. ie, OK if you don't mind cornering like you're on rails.	Unknown. Looks arcadey, but Rockstar haven't let a soul play the beast yet.	More realistic than *GT4*? Yup, it feels like it – ie, it's an absolute bitch to keep on the track.	Pleasing, fun and very accessible. Great.	Forget realism. Just gun the accelerator and hang on.
THE MARIA CAREY 'DIVA STROP' AWARD MOST OUTRAGEOUS ACTION	Outrageous? Forget it.	Tries hard to be rude but ends up being hilarious and slightly camp.	The truck racing is both a nightmare and a delight.	So fast that you can't actually see anything. Outrageous? Ridiculous more like.	Doing massive jumps in a van decked out like a brothel. Need we say any more?	Cold, hard and calculating – like an accountant turned mass murderer.	Gratuitous overuse of sexy ladies. We just love it.	Crazy speed plus mad crashes. It's an absolute headburst of racing fun.
THE BIGGIE SMALLS 'SHEER MAGNITUDE' AWARD FOR MOST CARS 'N' TRACKS	The king. So big it hurts.	Filling, but not gut-busting.	Right up there with GT4 – but this has an even greater variety of races and vehicle types.	Big enough.	Sizey, but not bloated.	It remains to be seen, but expect it to go gunning for *GT4* (but falling slightly short).	Nice. Thanks.	Big, but we want more dammit!
THE USHER 'ICE-COLD COOL' AWARD FOR OVERALL CLASS AND POISE	This takes its business veeery seriously.	Think sizzy from Wife Swap.	Shame the Scottish Globe is a bit cheesy.	Trying hard – but slightly too hard to be from da streets.	Very nice. Manages to play it straight despite the mad as a stoat in game action.	So stiff it's positively middle aged.	Classy looks, classy rides and classy bitches. Sweet.	Too busy rockin' to be [illegible]
THE TUPAC SHAKUR 'LASTING APPEAL' AWARD FOR LIFESPAN	With all the cars, tracks, tuning and online options, this is enormous.	Pleasing for a short blast. Hopefully the online modes will give it some lifespan.	Massive, but not overweight.	Lots more than the first game, but you'll have to enjoy the handling if you're to get to see it all.	It's a quck fix of action, rather than a life-sapping journey.	Everything *GT4* has got plus off-road races. It's got the potential to swallow your free time with po-faced study.	Plenty to keep you busy – and the online stuff looks great too.	Crash mode will keep you at it once the single-player and online races have tired you out.
FINAL COMMENTS	It's the king of racing games. If you want serious then this is the one to check out.	A brilliant take on the UK mod-scene. If you're into your modding this is aimed right at you.	Serious, but fun. Its big selling points are its solid good looks and its huge variety of racing pleasures.	The one to beat. It cleaned up last year, but free-roaming system yet to convince us.	If you want car damage, plus the outrageous side of modding and are a bit gangsta at heart you'll love this.	Do you want a game that's more realistic than *GT4*?	A great balance. It's the game best matched to take on *NFSU2* this year.	Totally mad races in fantasy cars on made-up tracks. It's the best arcade racing game ever.

* PLAYED BY FORMULA ONE™ DRIVERS
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"CHOCK-FULL OF ENTICING JAZZ AND LEWD FILTH" LEISURE SUIT LARRY, PAGE 40!

Hands

38

ROCKY: LEGENDS
Eat thunder and crap lightning – or is that the other way round? – in Ubisoft's hugely improved boxing prequel.

40

LEISURE SUIT LARRY
Genuinely rude, disturbingly titillating and surprisingly good. Beware: crass nudity and actually-quite-funny jokes ahead.

42

NBA BALLERS
One-on-one B'ball for the MTV Cribs generation – and a damn fine impersonation of *NBA Jam* for everyone else.

You want more?!
Don't miss *The Urbz: Sims in the City* (page 39), the first look at *Dungeons & Dragons: Dragon Realms* (page 44) and *Tony Hawk's Underground* (page 46).

WELCOME...

DAN D

Honesty. Consistency. Conviction. As Big Brother fans know, this is the criteria used by Dan (Gandalf the Gay) to judge his fellow housemates – distrusting Becki for being artificially nice to everyone, rather than honest to herself. And it's for the same reasons we're so excited about *Leisure Suit Larry* (page 40).

On one hand, *Larry*'s reprehensible – less a game, than a succession of grumble-based set-pieces. But despite (or perhaps *because* of) the smut, it's genuinely amusing. Y'see, the crappy game elements (*Tapper* rip offs, etc) survive on the shameless strength of the premise. Compare it to *BMX XXX* – average biking and humourless innuendo – or even EA's *The Urbz*, which smacks of men in suits creating a game for 'da kids'. Yep, cynical marketing always loses out to standing by the courage of your convictions. And that's why *Larry*, even though he's a filthy dog, gets our vote.

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why:

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent. You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else. And don't you forget it.

Publisher: Codemasters
Developer: Free Radical ■ ETA: September

SECOND SIGHT

Cock your rifle, shave your head and fling people around – no, not a meeting of neo-fascists, but one of this year's most promising titles, the excellent Second Sight.

WATCH IT ON THE DVD VIDEO

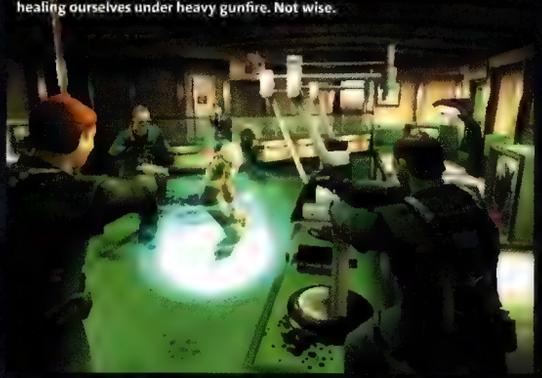
ANTICIPATED FEATURES

- Control a wide range of offensive and defensive telekinetic powers.
- Weapons include a good variety of sniper rifles, shotguns, pistols and assault rifles.
- A twisting plot that's told through a series of playable flashback levels.
- Massive, detailed environments littered with hundreds of moveable objects.

This is a game for people who like *games*. If you're looking for an overblown, Americanized action romp, look elsewhere. There's no ham-rock soundtrack, the plot doesn't involve monsters or mutants of any description and the combat is never gratuitous or carelessly tacked on for 'shock appeal'. Every sequence, every room and every cutscene oozes the quality, style and refinement we've come to expect from Free Radical, and it achieves that all-important 'wow' factor without resorting to popping heads and superfluous, bloody violence. Brilliantly, it trounces more grandiose titles with violent ease in the same way that *TimeSplitters* did all those years ago – but this is a very *different* experience.

Free Radical have realized that, above all, good plotting is key to a game's success. No, really – it's the basic formula for producing something that'll drive the gamer on. You're supposed to empathise with the main character (even if they're deeply hateful) and, if at the end of the game their experiences haven't affected them in some way, you'll limp away disappointed and beat yourself to death with a cricket bat. John Vattic's plight – in the same way that Gordon Freeman's *Half-Life* escapades enthralled us – is easy to relate to because he's just an average Joe caught up in some monumentally odd shit. Things get more surreal as the end draws in, but for the first six hours you'll be genuinely gripped as his chaotic past is slowly revealed.

"ACHIEVES THAT ALL-IMPORTANT 'WOW' FACTOR WITHOUT RESORTING TO POPPING HEADS"



ACHILLES HEAL: Stupidly, we've decided to start healing ourselves under heavy gunfire. Not wise.

Playing *Second Sight* is deceptively simple. A lot of actions are performed automatically, but that doesn't mean there's a lack of user input. Take the aiming system, for instance: when you lock on to an enemy, a loose target appears around them. You can then move a more accurate reticule around inside this area to target specific body parts. This is one of *Second Sight*'s most intuitive features as it keeps the action at a steady pace while still allowing for accurate sharp shooting.

Then there's the game's most talked about feature; Vattic's telekinesis. As the story progresses, John remembers more and more of his psychic powers until he's back to his former, mind-melting glory. A menu (accessed by a tap of the D-pad) lets you pick one of several icons, each relating to a specific power. There's the bog-standard 'pick objects up and fling them around' ability that gradually increases in strength as you get further into the game, allowing you to pick up *people* and larger objects. Then there's the Psi-blast – holding R2, Vattic charges up and unleashes a pulsating burst of energy. If you do this when a guard's near a fence or the edge of something, he'll fall over and die in fantastic ►

ragdoll-o-vision – otherwise he'll be momentarily knocked out and a quick shot to the head while he's unconscious should see finish him off.

Most of Vattic's other powers deal with the stealth side of things. Firstly, there's a Charm ability that lets you walk past oblivious enemies (security cameras can still see you though – how can you charm a mound of plastic and metal?). Then we have Projection, which allows Vattic to scout the area and reach inaccessible buttons/computers by projecting an image of himself across the level. Later on, you can project your image *into* enemies and 'commandeer' them.

WATCH YOUR BACK

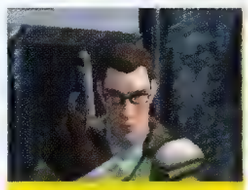
Stealth is a major gameplay element in *Second Sight*, and because the engine (borrowed from *'Splitters*) is so flawlessly tight, a cock-up is entirely *your fault*. The aiming system is absolutely spot-on, the guards never saunter off their pre-defined route and cover acts as *cover*. If you're behind something, they can't see you. Simple as that. You can skulk in cupboards, hide in lockers (complete with a grill to peer through a la *Metal Gear Solid*), crouch behind furniture and even create your own cover by forming a wall of items plucked from the room using telekinesis. Getting into the process of hiding, scuttling from cover to cover and silently dispatching guards is a slow process initially, but it slowly begins to permeate your brain and you don't even need to think about it.

It's not all stealth, though. The flashback levels (before Vattic gets his powers) are like a wholesome amalgamation of *TimeSplitters* and *Freedom Fighters*. The sheer scale of the outdoor levels is breathtaking (even more so when you and a squad of characters are charging through a wall of sniper fire). These missions rely more on furious gunplay than tenuous sneakery, and you'll be well-equipped with a range of powerful weapons.

The levels in *Second Sight* are not only huge, they're also crammed with a glorious amount of detail. Almost every object in the game can be tossed around – boxes, chairs, cups, dustbins, even dead bodies. And if what you're trying to lift is too heavy, a telekinesis upgrade later in the game will sort that out. There are also countless little touches spread around the levels in the form of documents and computers that can be read and tooled around with. Free Radical's sense of humour is evident, and it stops the game from becoming completely po-faced.

As far as problems go, we encountered few. The camera slips occasionally, but otherwise the game is technically almost perfect. Everything flows together beautifully – the plot, the characters, the combat, the telekinesis, the AI. It's like someone took the best bits from all our favourite games, tossed them in a smoothie maker, whizzed it up and poured out the juiciest, loveliest bits. *Second Sight* is keeping the British end up, and it rocks *hard*. **Andrew Kelly**

***Second Sight* will be causing chaos when it's released some time this September.**



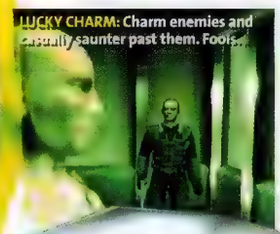
LOOKING WORSE FOR WEAR

Vattic's appearance changes as the game goes on. He starts off as a clean-shaven, fresh-faced new recruit with a full head of hair, but he soon becomes a retching, bandaged mess with a shaven head and wounds all over his body. It's more than visual – it serves as an indicator as to what time period the level's set in.

TIME WARP: Vattic's Psi-burst attack lets him fling forth a pulsating ball of energy that can stun guards.

LEFT A FLOATER: The ragdoll corpse fun never grows old.

PROJECT ZERO: Project yourself to deactivate these laser trip wires.



LUCKY CHARM: Charm enemies and casually saunter past them. Fools.

"CREATE YOUR OWN COVER BY FORMING A WALL OF ITEMS PLUCKED USING TELEKINESIS"

PSM² RECKONS

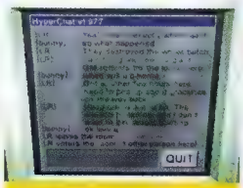
In a perfect world, every game would be as polished as *Second Sight*. It isn't perfect, but it's not far off. Minor camera issues aside, the levels are beautifully designed, the plotting is spot-on and innovation comes thick and fast. There's never a dull moment – it's the Thomas Crown Affair to *Psi-Ops*' James Bond. Stylish action with a killer storyline.

FIRE STARTER: Vattic can hurl explosive objects at guards. The ensuing chaos is beautiful.

COMMAND AND CONQUER: [illegible] highlight, and are more [illegible].

DUCK AND COVER: Utilizing cover is essential. [illegible] out with all guns blazing is downright foolish.

WE CAN WORK IT OUT: The guard AI is fairly impressive. They work in teams to stop you.

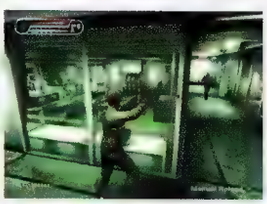


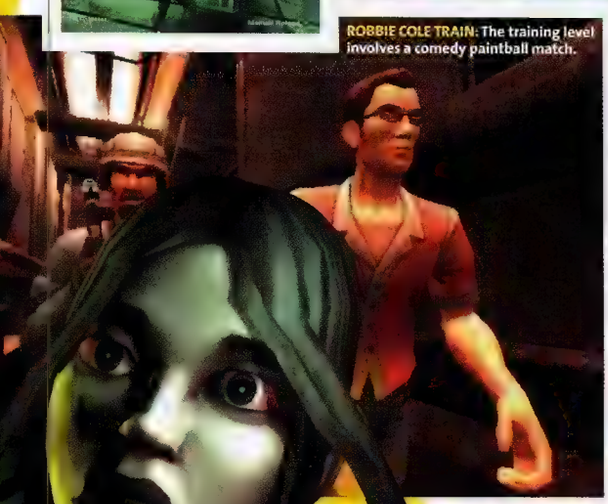
IT'S ALL IN THE DETAILS

Here's an example of the game's immense detail: Vattic kills a guard at a security desk with his Psi-burst attack and wanders over to the computer. Exploring the hard drive, he finds a chat program. Clicking on it connects to a conversation the guard was having with his girlfriend. With the guard's 'absence', she starts tearily typing "where are you?!" messages, each more horrible than the last. It's the first time we've actually felt bad about killing a small digital man.

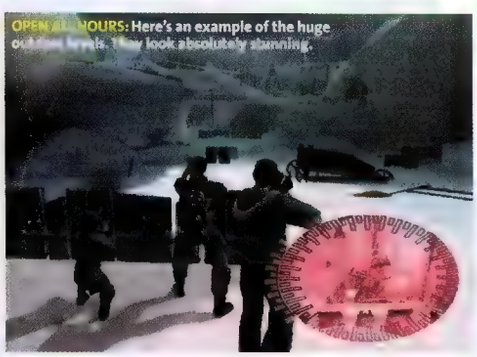
WINDSHIELD SNIPERS: Clear out this courtyard before proceeding into the asylum. Tense stuff.

"HE'S JUST AN AVERAGE JOE CAUGHT UP IN SOME MONUMENTALLY ODD SHIT"



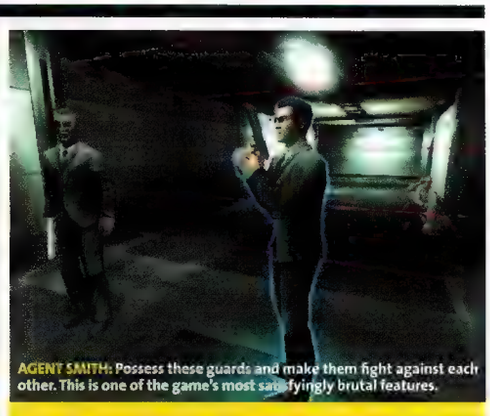


ROBBIE COLE TRAIN: The training level involves a comedy paintball match.



OPEN ALL HOURS: Here's an example of the huge outdoor levels. They look absolutely stunning.

BAMBOO SHOOT: Hold enemies up with your mind and fill them with lead.

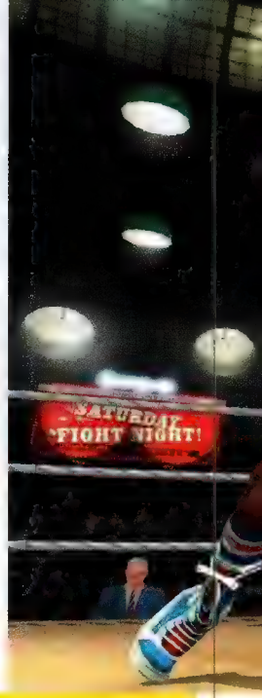


AGENT SMITH: Possess these guards and make them fight against each other. This is one of the game's most satisfyingly brutal features.

WHATEVER POSSESSED YOU?

When you level-up the projection ability, you can send your image out and possess enemies. This comes in handy when you're up against an impenetrable wall of gunfire. Simply take over one of the enemy soldiers and wipe them out from within. This also comes in to play when you need to pass high security areas without raising suspicion, or otherwise pass yourself off as one of the enemy. As well as this, your projected image can access computers, press switches and pass through laser beams – so if something's out of reach, or there's a time limit that you can't reach a closing door within, send out your image and the problem's solved.

WATCH IT ON THE DVD VIDEO



THE CAREER MODE

The Career path works on a pyramid system, so you don't *need* to beat every fighter to reach the conclusion, but it's the only way to maximise your boxer's stats (more fights mean more training) and unlock all the characters (beat someone and they become playable). The training games use rhythmic button presses and are all rock hard.

Publisher: Ubisoft
Developer: Venom Games ETA: October 2004

ROCKY: LEGENDS

A sequel too far? Nah. In the words of the Italian Stallion, "Going in one more round when you don't think you can – that's what makes all the difference".

ANTICIPATED FEATURES

- Eight training games, five tailored to each specific boxer.
- 20 venues, including 13 new arenas like the Casino, Russian Training camp and Phily docks .
- 40 opponents – 26 new boxers plus original faves and secret characters.

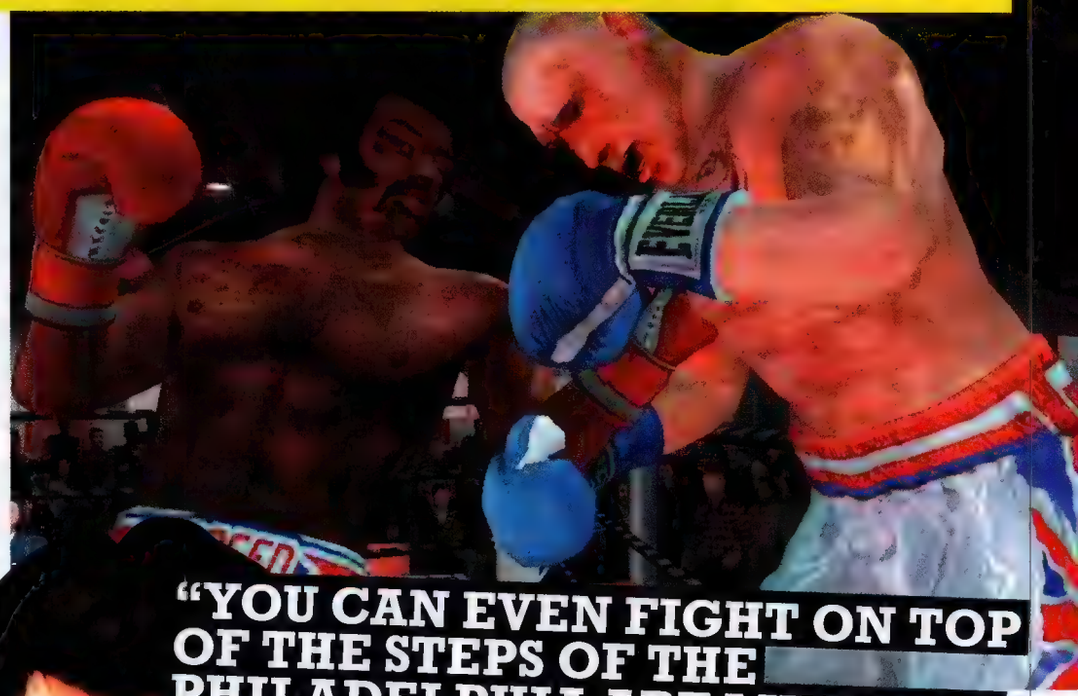
We don't know what's more surprising. The fact that *Rocky Legends* exists, or the fact that we're more excited about it than 82.7% of the games in this issue. Y'see, the original *Rocky* (from now defunct UK publishers Rage) featured every boxer from every film – from Clubber Lang to rasping 'lil Micky – rendering a sequel irrelevant, right? Wrong. In a comeback worthy of the mumbling heavyweight himself, developers Venom Games have hung in on the ropes and saved their knockout blows for the final round.

Career Mode. <Whack!>. Not only can you take a fresh faced Rocky from fighting bums outside Micky's gym to a title fight with Apollo Creed, but now you can also steer all the main characters – Clubber Lang (Mr T), Ivan Drago (the Russian feller from Rocky IV) etc – through their respective stories. Fights are interspersed with atmospheric/hammy cutscenes relaying, for example, how Drago is plucked from the army and thrust into a drug-fuelled super gym to fight for mother Russia. To scale the career ladder, you'll need to climb the pyramid structure to challenge tougher opponents, gained by rigorous training and ruthless performances.

Chickens. <Oof!> In one of the eight new training games you need to chase chickens, like in Rocky 2 (and *that* mini-game from N64's *Legend of Zelda: Ocarina of Time).* Other challenges include leg squats (with rhythmic L2/R2 depressions) and good 'ol cow carcass sparring. Hell, with over 20 venues, you can even fight on top of the steps of the Philadelphia Art Museum. Sadly, there's no mini games involving leading a group of whooping children along the back streets and punching the air when the music goes 'dur, dur, dur'.

Punches. <squelch!>. Mercifully, the visceral boxing mechanic hasn't changed. Sure, EA's *Fight Night 2004* feels more intuitive with its analogue stick wiggling blows, but Rocky's feel more physical, creating – marginally – greater satisfaction. PS2's best boxer? Trust us – this one's sure to go the distance... **Daniel Dawkins**

***Rocky: Legends* will mount a new challenge in October**

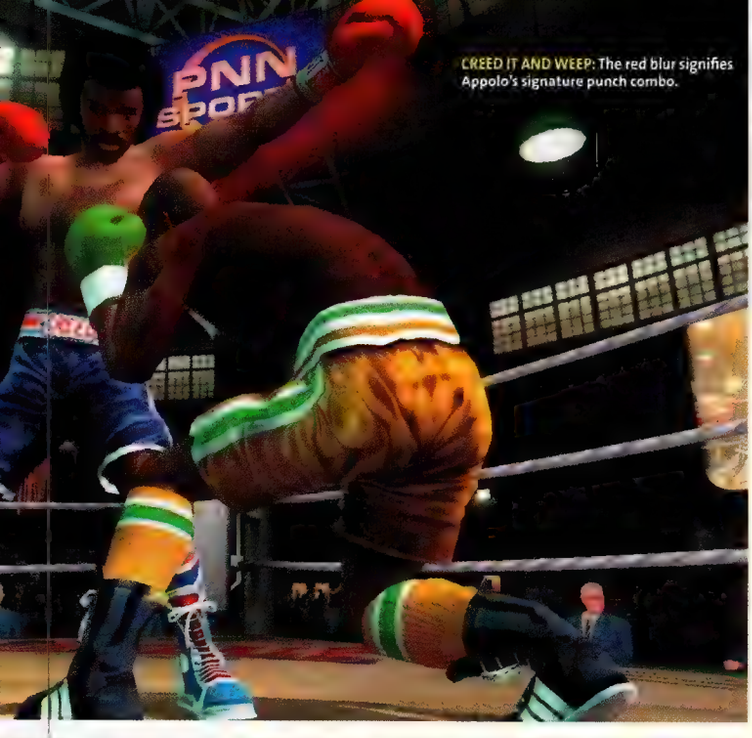


"YOU CAN EVEN FIGHT ON TOP OF THE STEPS OF THE PHILADELPHIA ART MUSEUM"

IVAN IDEA: You can use the shoulder button to duck and weave into combo attacks.

PSM2 RECKONS

There's maybe not *quite* enough here to tempt owners of the original, but *Rocky: Legends* twins the same twitchy brutality to a hugely superior single-player framework. The atmospheric Career mode cutscenes and shrewd use of Rocky's trademark theme stir genuine emotion. For casual fight fans, *Rocky* might just have the edge on EA's realistic scrapper – a bit like *Soul Calibur* over *Tekken 4*.

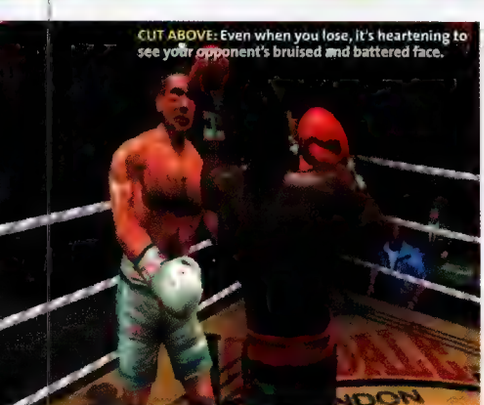


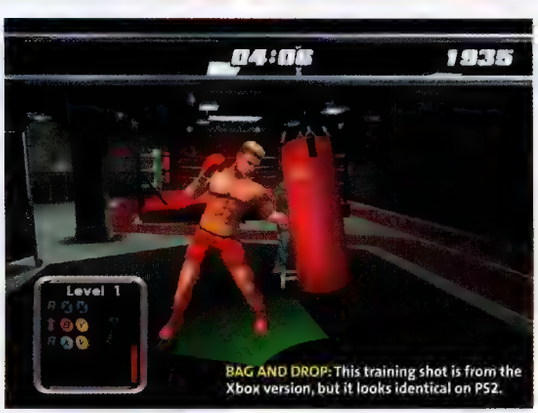
CREED IT AND WEEP: The red blur signifies Appolo's signature punch combo.

THE BOXING SYSTEM

Punches are accessed via traditional button presses (so, say ⓑ is left jab, and Ⓐ is right jab) a bit like *Tekken*. By wiggling the stick in conjunction with the shoulder buttons you can dodge and fake for over 70 different combos. Each character even has a powerful signature move. Combat is instinctive and satisfyingly physical.

ROCKY BUTCHER: The green bar's your energy, and the blue bar's your stamina, which affects punch power.

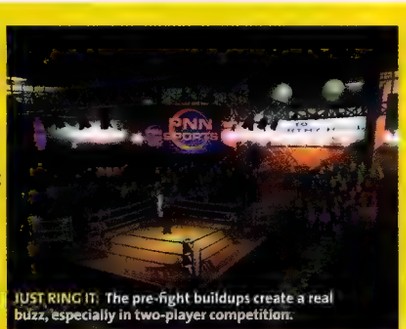

CUT ABOVE: Even when you lose, it's heartening to see your opponent's bruised and battered face.



BAG AND DROP: This training shot is from the Xbox version, but it looks identical on PS2.

WHERE YOU'LL BE FIGHTING

The arenas are faithful to the films. From the dirty back streets outside Micky's gym, to the glitzy Vegas Casino and Ivan Drago's Russian Training camp. Each venue is subtly realised, from the volume of spectators (they'll throw objects into the ring) to the use of the Rocky theme, kicking in exactly – and slowly rising in tempo – as you flurry a guy with punches and send him rattling to the canvas. Emotional stuff.



JUST RING IT: The pre-fight buildups create a real buzz, especially in two-player competition.

STOP PRESS!

STOP PRESS!

The Urbz: Sims in the City

Publisher: EA Developer: Maxis ETA: October 2004

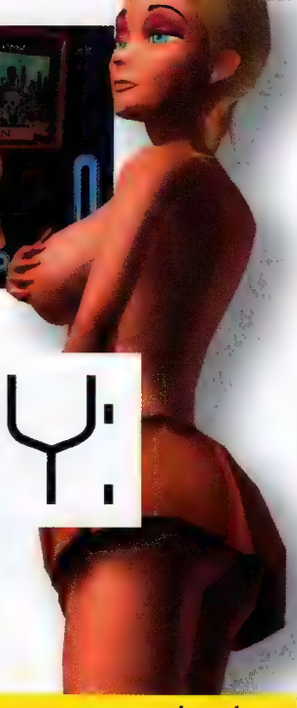
The Sims was a surprise smash last year, and the hastily released *Bustin' Out* added a little risqué content to pep things up. What next? Full on 'nasty' and an officially endorsed weapons closet? Nope. While games such as *Playboy: The Mansion*, and *Leisure Suit Larry* seem to be delivering what people want (ie, shameless virtual smut and the ability to live out a frankly ridiculous notion of what the ultimate fantasy life might be) *The Urbz: Sims in The City* is very deliberately steering away from controversy into its safest, most kid-friendly territory yet.

The Urbz is all about gaining respect. Not in a gangster rap way, but in a harmless, fun, parent-approved type way. This is a world where bad guys get their comeuppance by being made to look foolish and 'nice' people get to wear the coolest trainers and have the most friends. Don't be fooled by the title. While the game features the 'hood' living large it's more Lurpak than Tupac. The nine 'hoods' in the game are populated by stereotypical gangs (bikers, rockers, punks, hip hoppers) and much of the game involves choosing where you'd like to start playing and making your character look the part. Once again EA's incredible 'character building' skill is evident (could this be the most extensive image tweaking feature ever?) and once you've chosen your look you're off to interact with other characters in the zone performing friendship dances and generally being harmless and twee to win everyone's affections. The opportunity for a ruccus was hinted at – you can get into trouble if you stray into the other zones and disrespect its residents, but punishment was in the form of dented statistics rather than a dented face.

Perhaps most bizarre was the inclusion of a boss in each zone who can employ you to perform a mini-game type job, earning you currency to spend on upgrades (new clothes and 'friendship skills'). We were shown a sushi shop where a repetitive button-bash game made sushi and earned us cash.

It's neat, it's 'cool', it's as safe as wrapping yourself in cotton wool and going to bed early. How good that sounds depends on whether you're under ten, or a parent of some under tens. As for us: the middle-aged white man's vision of 'the streets' and the 'underground' soundtrack by The Black Eyed Peas left us rather cold.

CROPS AND ROBBERS: The characters are so sassy, it's like an urban doll's house.



Publisher: Vivendi
Developer: High Voltage ETA: October 2004

LEISURE SUIT LARRY: MAGNA CUM LAUDE

Tongue wedged firmly in cheek, the smallest, smuttiest man in videogames struts onto PS2 for the most compellingly filthy game we've ever seen.

ANTICIPATED FEATURES

- Explore over 20 locations, both on campus and off.
- Over 90,000 lines of spoken dialogue.
- Scenes inspired by classic college movies such as Animal House.
- Develop a 'relationship' with 15 different women.
- Receive tokens of affection from your sexual conquests.

Larry Lovage, although completely shameless in his pursuit of lady flesh, has inadvertently become one of the most endearing, likeable characters in videogame history. He's small, he's going bald and he dresses like a fool, but he still tries (and tries and tries), despite the odds, to bed the hottest ladies on campus. And he often succeeds – but only after getting them drunk, telling hideous lies or winning games that involve stripping them down to their unmentionables. He can be a complete *bastard* at times, but all he wants is some sweet lovin', so give him a chance, eh?

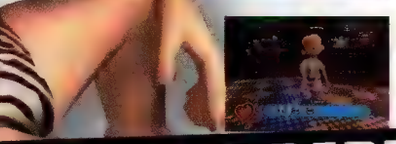
Now, bizarrely, even though the *Larry* series has sold well over 35 million copies worldwide, there are still people out there who've never experienced his unique brand of filth-orientated gaming. The series begun in 1987, and was the brain child of comedy writer Al Lowe. Now the thing is, Lowe isn't involved with *Magna Cum Laude* because of ownership issues, (he's fairly bitter about being left out of the writing process – read more at http://www.allowe.com/) so subsequently, the game's style is very different from Larry's previous outings – it's more along the lines of movies like Porky's, American Pie or Animal House.

The game revolves around Larry Lovage's college campus, and the scores of people who inhabit it. For some insane reason, Larry must bed a series of girls dotted around the campus. There's a band geek, a foreign exchange student, a rock chick, a feisty Latin lady and the, er... 'college bike', among others, that Larry must woo. This is done through a non-stop barrage of bemani-style mini games that are gravely simple, but keep things interesting as a result of the game's quick pace.

As the screenshots indicate, the game is chock-full of enticing jazz and lewd filth. Larry can visit strip joints, work as a part-time pimp, spank ladies, get drunk, piss on people, 'have his way' with the ladies he meets, buy pornography, indulge in bizarre S&M rituals, streak and generally spread his smutty ways across campus. It's all a bit strong, really – but therein lies *Larry*'s filthy strength. Andrew Kelly

We'll be secretly enjoying this terrible filth come October. Honestly, it's *funny as hell*.

DRESSED TO KILL: If you're wearing nice clothes, the conversations are easier.



PSM RECKONS

As a game, *Magna Cum Laude* is *absolutely terrible*. There's no structure, the minigames are nothing but rehashes of oldies like *Tapper* and it's simpler than Frank Spencer – but the genuinely funny script, likeable characters and the sheer hilarity of it all is enough to make us want to play it. We're torn between loving and loathing it.

THE CONVERSATION SYSTEM

Conversations require more than simply choosing a reply. You must guide a blob of sperm through some kind of bizzare 'funnel' full of green and red blobs. Hitting a red blob causes Larry to stumble (or gaze longingly at the girl's boobs), but greens get him on a roll and his confidence grows. This is harder when drunk. Natch.

"A NON-STOP BARRAGE OF BEMANI-STYLE MINI GAMES THAT ARE GRAVELY SIMPLE"

SPERMS OF ENDEARMENT: Notice how Larry's drunk meter is full. She's a tough one.

BLAST FROM THE PAST

1. Leisure Suit Larry in the Land of the Lounge Lizards

2. Leisure Suit Larry Goes Looking for Love (In Several Wrong Places)

3. Leisure Suit Larry and Passionate Patty in Pursuit of Pulsating Pectorials

4. Leisure Suit Larry and Passionate Patty do a Little Undercover Work

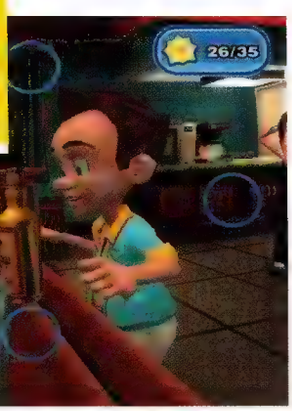
5. Leisure Suit Larry in Shape Up or Slip Out

6. Leisure Suit Larry in Love For Sail!

URINE MY WAY

Some situations require Larry to get drunk (such as gaining confidence to speak to a girl – just like real life, eh?) If you're finding that he's too drunk, simply tap Ⓐ and Larry will unzip his slacks and take a slash. You can do this anywhere, but pissing on people has the appropriate effect.

HIT AND PISS: We've decided to wizz on a cash machine to save our rep.



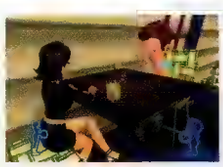
MIXED UP: Mix up a couple of drinks and get your 'prey' drunk. Horrible.

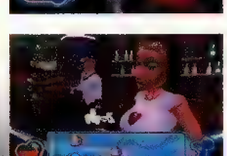
SPANK THE PLANK: This disturbing mini game shocked even us.

LADIES OF THE NIGHT

Between sections, the loading screens feature saucy photographs of well-proportioned models dressed as the game's characters. For the first time in a game, the loading screens exert a hypnotic hold upon hormone-frazzled gamers. And the 'jiggle' physics on the in-game ladies should have clammy-palmed fanboys melting in puddles of 'glee'.

NAKED TRUTH: We need a very, very cold shower.





POSTER GIRL: There are liberal helpings of smut plastered all over the place. These, for example.

WATCH IT ON THE DVD VIDEO

HOOP-LA: Starting out in the bad streets, your player's skills will improve until you're a B-ball king.

Publisher: Midway
Developer: Midway Sports ETA: September 2004

NBA BALLERS

Grab some chains, throw a rock and set someone on fire. No, not a hectic stroll through a council estate, but B'ball. Y'all.

ANTICIPATED FEATURES
- Over 60 current NBA stars and 24 legends to get jiggy with.
- Play ball in your favourite star's backyard, like Shaquille O'Neal.
- Online play allows you to go one-on-one with the world's top players.

N... B... A... B-b-b-b-ballers", raps MC Supernatural, as the intro sequence kicks in. From that moment on, you'll be thrown into the biggest B-ballin', trash talkin', bling-fest ever to hit your PS2. Honestly, it's almost like *NBA Street* never happened at all.

Ballers is from the men behind the *NBA Jam* series, Mark Turmell and Jamie Rivett, so expect the rulebook to be 'dissed', as you take to the streets to exhibit a repertoire of showboating skills. Unlike the *Jam* franchise, *Ballers* is all about the Benjamins and propelling yourself to number one. In the same way that *NBA Jam* opened basketball up to a wider audience, *Ballers* is set to carry the ball again with its rim-bending slams, and over-the-top tricks to make your opponent look like a two-bit rookie. Rather than playing with team-mates, *Ballers* pitches you mano-a-mano against NBA stars from the past and present, in venues ranging from a baller's crib or even their personal yacht.

When we saw *Ballers* back at E3, we were drawn towards its siren-esque visuals. The player likenesses are spot on, with the kind of detail usually reserved for EA's latest *NBA Live* outing. But unlike EA's series, *Ballers* urges you to goad and dazzle your opponents with silky moves and in-your-face aggression, rather than concentrating on purely winning. The first time we flipped the right stick to perform a skill move, we were amazed by how simple (yet devilishly effective) it was to pull off something so bombastic. Once we got past him, we hit the 'juice' (see Ball Juice) and ◎ buttons, resulting in our character slamming the ball home, and smashing the backboard in the process. Sweet. From that moment on we were calling each other 'biyatch' and hollering 'Yo, Yo, Yo' after every point. Well, Nathan at least. In his mind.

Ballers makes you feel 'hip' and (how do you say?) 'down wit' da' kids', without any of the fuss of gold chains and actually looking cool. And the sooner we get to feel like that again, the better. Word to yo', Midway. Nathan Irvine

NBA Ballers will be making its play for the championship in September 2004.

GET JUICED: You can use the 'juiced' buttons to confound opponents with your style.

AIRTIME: Show the backboard no mercy.

MIDWAY'S ACCLAIM

Anyone familiar with *NBA Jam* will recognise similar traits in *Ballers*. For example, the players being set ablaze when they score three consecutive baskets. Or the gravity defying dunks from incredible distances. It's all here, but rather than *Ballers* being a carbon copy, Midway now owns the PS2 court when it comes to exaggerated ballin'.

PSM RECKONS

This is the basketball game for all those casual fans out there. The chance to mix-it with the big boys in the innovative 'rags to riches' career mode is a hot feature. Then consider the addition of getting the chance to prove that you really are the world numero uno with the online mode, and we could be in for a surprisingly complete gaming experience.

A LOAD OF BALLER LOOKS

Containing a similar amount of character creation options as *Smackdown*, *Ballers* has all the tools to construct your digital counterpart. With the aid of the incredible graphics, you should be able to craft a fine likeness of yourself and then go head-to-head with the real NBA stars. It all looks scarily realistic, just check out that handsome specimen above.

BALL JUICE

Ballers' control system is easier than taking a three pointer at an eight-foot wide hoop. You have three 'juice' buttons (□, ○, △) and, crucially, these buttons will make your player run faster, but when you combine them with other buttons on the pad, you'll perform breathtaking dunks, outrageous skill moves and most satisfying of all, opponent-ridiculing taunt manoeuvres.

BLINGO STAR

Ballers allows players to perform trick-induced combos for money. In the Career mode, this cash is needed so that you can purchase accessories such as expensive 'ice' (jewellery), a 'phat ride' (nice car), and the all-important flashy 'crib' (house). You can also purchase 'homies' (friends) to cheer you on at courtside.

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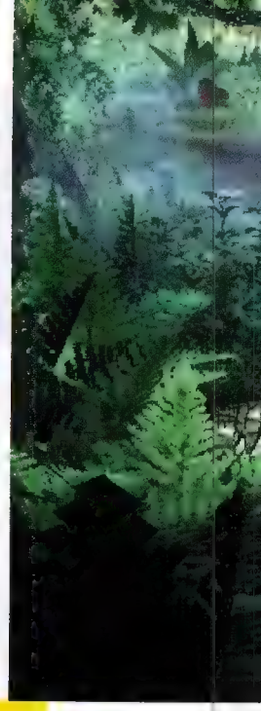


Publisher: Atari
Developer: Stormfront Studios ETA: September 2004

FORGOTTEN REALMS: DEMON STONE

Hard-hitting violence in the Dungeons & Dragons universe from the team behind the graphically superb Lord of the Rings. Confused? Let us explain...

ANTICIPATED FEATURES
- Built on an advanced version of *The Two Towers* game engine.
- 10 chapters in such diverse settings as wizard's temples, mines, forest temples and icy mountains.
- Buy combos and magic like the 'cone of cold'.

Ho, ho, look at that stupid monster. He's pink. He can't be hard. Suddenly – BAM! A huge, unwieldy club smacks our friendly sorcerer on the bonce. A warning to all ye foolhardy adventurers – pastel coloured felons, even ones with stupid names like Slaadi, can be extremely misleading.

As you'd expect from any fantasy romp, *Forgotten Realms: Demon Stone* is full of very strange creatures. This D&D spin-off, from the guys behind *LOTR: The Two Towers*, plays and looks suspiciously similar to its Tolkien-inspired cousin, except with a few key differences. For example, the heroes are new, the RPG-element's deeper and short people don't have furry feet.

The main quest thrusts you in control of a party of three very different characters, each with their own unique fighting styles. The rogue, for example, is an agile little customer, and is blessed with temporarily invisibility, enabling her to creep up to adversaries before plunging a rusty blade into their necks. Conversely, the human fighter steams into hordes with hapless aplomb, while the sorcerer is a bolt-throwing master of the ranged attack. Each character handles considerably different, and whenever you flit between them (via the D-Pad), the style of gameplay alters dramatically.

We played through the first four levels and are still wiping away the sweat from the relentless hacking action. Fiery arrows whistle through the air, tussling orcs topple over cliff ledges and giant dragons swoop from the sky – and that's just the opening battle. At the wood elf village skirmish on the third level things really start getting mean.

But it's not just the mechanics that make this look impressive. Visually, it's a pleaser too, with incredible attention to detail and interactive environments – the rogue can hide amongst the shadows, while monsters can be herded off ledges, pushed into fires or sent tumbling from broken rope bridges. The only minor quibble is with the lack of a manual camera, which can occasionally cause sight restrictions.

While there's something suspiciously Judas-like about a *LOTR* developer switching to the rival D&D franchise, when the results are as good as these, should we really be whinging? We beg thee not. This is potentially top stuff for all action fans, not just RPG-ites. Stephen Daultrey

***Forgotten Realms: Demon Stone* should be creeping through your dungeon come this September.**

"THE ROGUE CAN HIDE AMONGST THE SHADOWS, WHILE MONSTERS CAN BE HERDED OFF LEDGES"

IN THE THICK OF IT: Using each of your characters' strengths is key to success.

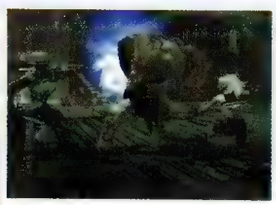
INTERFACED WITH DOOM

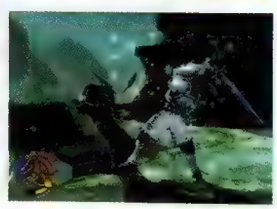
In terms of the control system, *Demon Stone* can't really be faulted. Using a similar interface to *The Two Towers*, melee attack combos can be pulled off by combining three buttons, while holding down L1 switches to ranged combat mode. Special 'team super attacks' can also be executed when everyone's meter is full. Which is handy when you're heavily surrounded and badly outnumbered.

THUNDER 'N LIGHTNING: Buy new combos as your experience points mount.

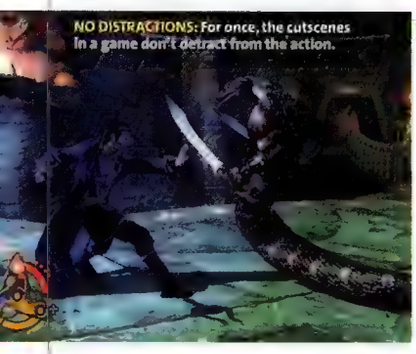
PSM² RECKONS

The Two Towers was a very good game, but having been built with an improved version of that game's engine, *Demon Stone* could be considerably better. It features a good storyline, glorious visuals and the ability to build an enormous archive of attack combos. The only thing missing is the multiplayer game. Worth keeping tabs on.





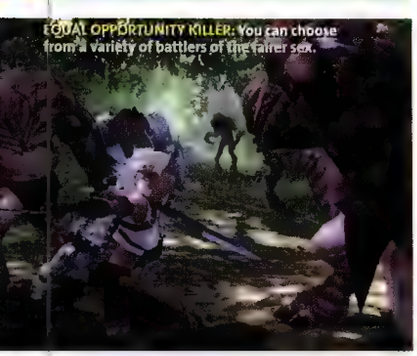
STAND AND DELIVER: Some of the fighting in *Demon Stone* is positively relentless.



NO DISTRACTIONS: For once, the cutscenes in a game don't detract from the action.

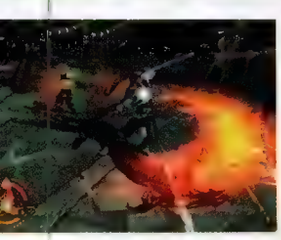
BIG BOSS MEN

As with all adventures, this game is packed with boss monsters. However, tackling them is often far more tactical than your usual fantasy yarn. For example, one level involved starving a menacing snake god by slaying all its sacrificial food (mutant slaves) before they could reach him. Elsewhere, the sorcerer had to 'magic' control of a giant guardian for a bit of classic stomping.



EQUAL OPPORTUNITY KILLER: You can choose from a variety of battlers of the fairer sex.

RETURN OF THE KING? Is it just us, or is this armoured bloke the spitting image of Aragorn?



PIGGYBACK: This is certainly an unorthodox combat tactic...

STOP PRESS!

Colin McRae Rally 2005

■ Publisher: Codemasters ■ Developer: Codemasters ■ ETA: Autumn

Frankly, after the inverse fun equation that was *Richard Burns Rally*, the very thought of driving a car through mud has given us the screaming night-terrors. If ever a game could be said to hate you, *Richard Burns* was it. If your PS2 had arms Burnsy would have strangled you by now.

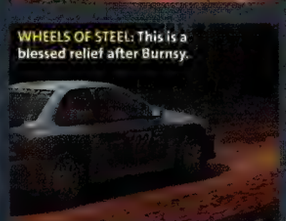
But you can always trust of bit of *McRae* to restore some confidence. And having sat down and run the rims off the 2005 edition this month, we feel soothed, relaxed and, in some cases, visibly excited. Codemasters have made rallying fun again. On the surface, however, *Colin McRae 2005* is very similar to *04*. Nonetheless, if this is a case of 'more of the same' it's a thrilling one indeed. Naturally, it looks fabulous, with each car now having its own damage model, and environments being even more rammed with detail (see the leaves fall from the tree!). The handling, too, is as remarkable as ever, full of feel and heft but crucially forgiving and, most importantly, *fun*.

EAT MY DUST! Looks pretty, doesn't it? The best yet.

Otherwise, this is game of small but-perfectly-formed changes. For instance, an 'intelligent' camera properly communicates the feel of different surfaces – sticking to your car on tarmac, but allowing for varying degrees of 'swing' on different terrain. You can also change the weather as you wish, so it's no longer always raining in Japan. And the trackside crowds are now animated. Small additions, but important ones. And they should resonate throughout the sprawling Career mode, which offers a life-sapping 300 stages to get through, and with over 30 cars to drive you shouldn't get bored soon. The biggest news, though, concerns the eight-player online mode, which should rock. Hard.

While it ultimately might be more of a *FIFA*-style update than a whole new game, *Colin McRae 2005* still might just be the best rally extravaganza yet. Here's hoping, eh!

Colin'll be barging *Richard Burns* out of the way this very Autumn.



WHEELS OF STEEL: This is a blessed relief after Burnsy.

BASH ST. KIDS: Each car now has its own individual damage model. Blimey.

ON THE CAM: The new and improved camera is great.

Publisher: Take 2 Interactive
Developer: Pterodon ETA: November 2004

VIETCONG: PURPLE HAZE

Tearing through this year's slew of Vietnam titles with a hail of face-shredding gunfire, Vietcong is all about the realities of war.

ANTICIPATED FEATURES
- Lead a squad of three team members, each with their own unique talents.
- Over 25 authentic American and Vietnamese weapons.
- Period soundtrack with licensed tracks from Iggy Pop and Deep Purple.

V*ietcong*'s subdued intro sequence sets the mood for the entire game. The narrator performs his monologue (think Charlie Sheen in Platoon) over genuine war footage and TV newsreels from the era. Then the menu springs up, accompanied by a morose Jimi Hendrix pastiche. If you're looking for a sensationalized angle on the Vietnam War, get *Shellshock*. *Vietcong*'s all about realism.

Bearing in mind that *Vietcong* is a fairly ancient PC game, the visuals aren't *spectacular*. The foliage is well-realized, but the textures blur into a fuzzy mass when you get close to something. Other than that, there is a sense of being in the thick of an unpredictable jungle. The traps are also well-implemented. There are the usual tripwires and spike pits, but they're actually well-disguised for a change. You have to send your point man (a Montagnard Tribesman who knows the jungle like the back of his hand) to scour the underbrush for tell-tale signs of trappage.

And that leads us nicely onto *Vietcong*'s team play element. As it's an FPS, there isn't a massively complex strategy system in play, but you *can* order your men to perform a number of tasks. The aforementioned point man, for instance, can spot traps and read tracks to inform you of the enemy's movements, and you've got a medic and heavy weapons man too. Your team is much more than window dressing; it actually serves a purpose.

If you don't feel like following the main story mode, there's the opportunity to engage in a quick battle. Here you can choose a location, weapons and even which side you're on. As you finish story mode missions, more levels and weapons are unlocked for use in quick battles. There's a great thrill in taking a lone VC into the bush and fending off an onslaught of American GIs. In every sense of the word, this is *war*. **Andrew Kelly**

Expect hot, wet jungle action in November when *Vietcong* releases.

ONE HOT LZ

The action in *Vietcong* takes place across a number of different environments. Aside from the usual jungle stages there are ancient Vietnamese temples, paddy fields, villages swarming with undercover VC and enemy compounds. Whether you're scouring the treeline for enemy soldiers or raiding villages for hidden weapons caches, there's never a dull – or safe – moment in the life of an American grunt.

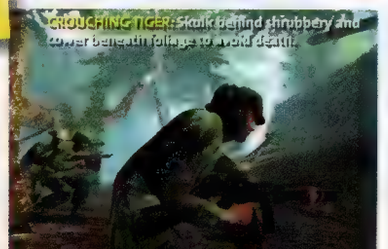
TREE HUGGER: The intelligent AI means you can count on your men to react in times of danger.

GUN OF THE FAIR: It's not all cramped jungle. Clearings like these keep the combat varied.

ICE TEAM: If things get hairy, you can always rely on your team's medic for first aid. Handy, that.

PSM RECKONS

There's been a lack of FPS titles on PS2 this year, so we welcome *Vietcong* with open arms. It could be the most immersive of this year's slew of Vietnam titles, thanks mainly to the perspective. It's an old PC game, but they've tuned it up to be 'console friendly'. We'll remain sceptical for the moment, but this could become a decent 'Nam title as time goes on.



CROUCHING TIGER: Skulk behind shrubbery and cower beneath foliage to avoid death.

STOP PRESS!

KICK START: This guy is clearly loving the *Virtua Fighter* stage. And rightly so – it's a right laugh.

STOP PRESS! SEGA SUPERSTARS

Remember the bonus stage from *Sonic* on the Mega Drive? Well now you can play it on PS2... with your arms! Yes, Sega's bizarre EyeToy title, fresh from 'stunning' the crowds at E3, has arrived in PSM2 towers. As well as battling against *Virtua Fighter* legends Akira and Rau, *Samba De Amigo* (Rhythm-based Dreamcast game) has to be our favourite.

Think *EyeToy: Groove* with maraca-twirling monkeys and salsa remixes of the Rocky theme and La Bamba. This type of thing is perfect for parties and drunken gatherings, and the promise of even more titles being revealed as the game's release date draws near has us on tenterhooks. Other games to get your flailing arms around include *House of the Dead* (twatting zombies with your fists) *Virtua Striker* and Gamecube favourite *Super Monkey Ball*. It's refreshing to see that developers are still supporting EyeToy, and we're looking forward to gyrating like mindless chimps in front of Sega's latest foray into the world of arm jostling entertainment.

ARMS DEALER: Here's the Samba De Amigo stage in full swing. More fun than it looks.

STOP PRESS! JACKIE CHAN ADVENTURES

This Chan-endorsed cartoon series has been running for a while, so it was inevitable that someone would digitise the whirly kicker's animated exploits. It's looking a lot like your basic action/adventure, but the lovely cel-shaded visuals (yes, we know) are nicely stylized. It looks like the levels are made out of paper, complete with scratchy hand-drawn lines and a nice pastel palette. You control Chan as he traverses the globe looking for some mystical talisman-type things. Levels include Hong Kong and a huge Amazonian temple. There's plenty of humour, all the characters are there and it should have fans reeling with pleasure. The fools.

CHOPSOCKY: Chan's move set involves one button and three moves. It's numbingly simple.

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SNAKE EATER

Raiden's back, there's a mysterious traitor and it's all a dream... or *is* it? PSM2's got the demo in the office right now – and here we slice it open for a jumbo buffet of revelations.

Didn't it say Time Paradox before?' Says someone. 'Erm...' says the nice man from Konami. Welcome to PSM2's secret cupboard, a locked room with the windows blacked out where we've been playing *that* demo to our hearts content. Other mags had to content themselves with a bleary-eyed, two-minute trudge on the E3 show floor – we've had hours to pore over every classic Kojima-san detail and scrutinise every potential clue in an enhanced, expanded version. And on top of all *that*, new revelations about the role of femme fatale Boss, uber-baddy Thunderbolt and a certain Corporal Raidanovich make Konami right to be edgy. But we're right – it *did* say Time Paradox when you died in the old version. Why? Read on...

WHO'S WHO!

Snake's true love, or a black widow?

BOSS

Who is she? Ex-girlfriend of Snake's, and still the only woman he really loves. She's an expert survivalist, and calls you up early in the mission to offer handy hints like 'don't get shot by guards.'

Who is she really? Mutterings suggest that she's Ocelot's mum, and the fact that Snake's seen fighting her in the trailer suggests that her turning traitor might be the game's twist – remember how survival trainer Master Miller turned out to be Liquid Snake in *Metal Gear One*? Seems a bit simple, though.

WHO'S WHO!

An elusive clone of the greatest soldier ever

SNAKE

Who is he? The main man. The clone-daddy of them all. Codenamed 'Naked Snake' by Major Tom, who cryptically mutters 'There's a reason for that... I'll tell you later on', and referred to as 'Jack' by the ladies. He's Big Boss. Or is he? Or is he? Etc.

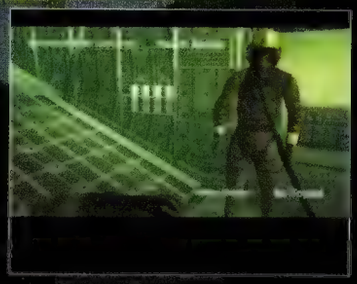
Who is he really? As detailed elsewhere, our money's on it *actually* being Solid 'Dave' Snake, undergoing VR training for survival-related reasons. Or possibly Raiden again.

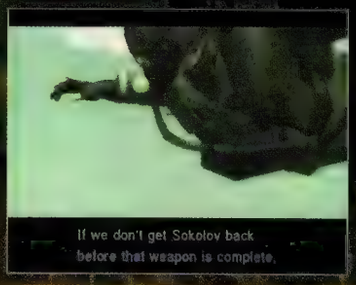
KOJIMA MAGIC!

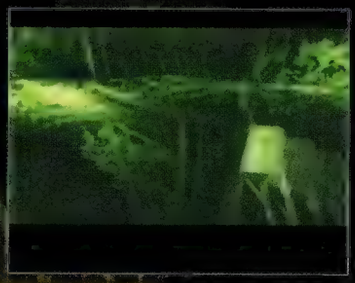
MUST'VE BEEN SOMETHING I ATE

"Spin me right round, baby right round," sang Dead Or Alive – but they obviously hadn't been subsisting on a diet of bees and twigs for several days. Because when you spin Snake around on the viewer after a feed, he promptly chucks his guts up all over the undergrowth. It's perfect if you've eaten a dodgy toadstool, but sadly, guards can't smell it, and there aren't any telltale chunks of whatever you've just eaten. Koj's sense of detail is surely slipping.

MGS3 SNAKE EATER







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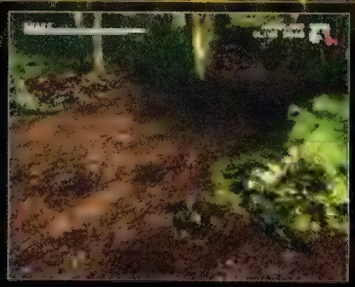
After a lengthy intro, the demo proper starts with Snake scuffing his parachute jump and leaving his kit dangling from a tree. It's an ingenious introduction to a new key feature – the tree climbing – and we're quickly reunited with our magic kitbag, after skidding down a dirt slope, scrambling up a trunk and tiptoeing along a branch.

THAT DEMO IN FULL



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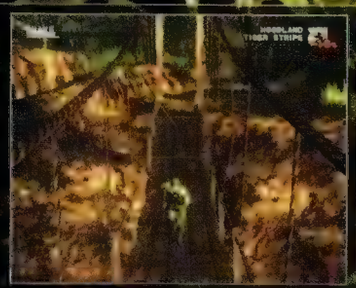
The Dremuguchi swamp's the perfect place to stock up on rations. Birds, bees and enormous crocodiles roam free, waiting to be shot, chopped up and used to top up Snake's stamina. Careful of that mud, though – it might cleanse your pores, but go in shoulder-deep and it's all over before it starts.

00:26

The guards are much smarter this time round, but Kojima-san's also pulled some of his traditional heart-stopping moments out of the bag. The first two guards are easily evaded by waiting patiently in the long grass, and then it's on to the bridge.

00:29

The magnificent bridge section demands extended play (see elsewhere) but for the moment, Major Tom gives us the go-ahead to start causing some ruckus. Two guards go down with headshots and get nudged over the side, and a further one gets capped as he patrols the rickety structure itself, tumbling chasm-wards as Snake wobbles the bridge by running across.



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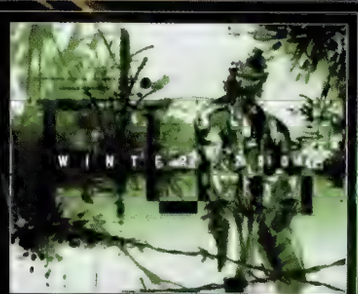
Into the next scene, and it's time to slap on some facial 'flage. Our initial attempt to evade a guard by hiding up a tree meets – inevitably – with the familiar 'Rrrreeee!' and we spend an entertaining five minutes trying to hide in tree stumps and hollow logs. They always spot us, though – arse.

00:35

The partly-destroyed building where Sokolov's hidden is the most heavily-guarded area in the demo, and requires some Aguilera-speed changes of clothing if you're to avoid detection. Brick? Squares. Ground bit? Dark. Grass? Olive. None of it helps if they see you move, though...

00:42

After several minutes of hiding and crying under a building, we decide that enough's enough and we have to make a break for it. Unfortunately, there's a guard right outside. We cap him in the knees and stalk – then sprint – for the room where Sokolov's hidden. Snake kicks open the door – and it's game over. For now...



UP CLOSE AND PERSONAL

The close quarters combat system replaces Snake's traditional punch-punch-kick combo as a way of dispatching guards. It's the trickiest new element to get to grips with, though it offers ways to quickly finish enemies while you're holding an unloaded gun. Guards have got better at close-range fighting too – so expect a rifle-butt in the jaw if you get too cocky.

KNEE!

A favourite of policemen, SWAT teams and schoolkids the world over. Double-tap circle from behind to kick them in the back of the knee and watch them drop, then finish the job with a quick pistol-whipping. This is extremely effective at dazing guards.

GURGLE!

The old tap-tap-tap-SNAP! neck-breaker's still in there, but for more silent murder, simply tap Ⓐ from a rear choke. Snake plunges knife into their carotid artery, blood fountains, guard drops to floor. And it doesn't even spoil the muted tones of your wood-olive fatigues.

BOSH!

Snake can still knock guards down with a forward roll, but for a more permanent takedown, simply tap Ⓞ while pushing forward at close range and watch Snake slam his adversary to the floor.

YEAARGH!

Top stuff. As in the last game, guards are reluctant to shoot if you've got one of their own by the windpipe – but now it's possible to flick into first-person mode and cap off a few shots while holding onto your wriggling human shield.

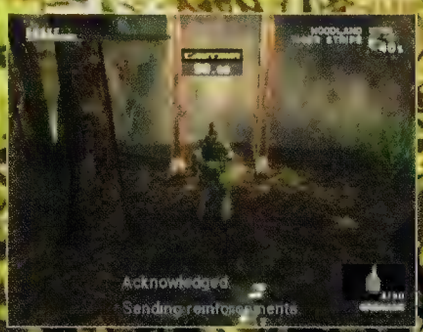
WAY OF THE GUN: The sniper rifle is typically powerful, but it's too loud to be of any use here.

BODILY ASSAULT: Keep plugging away at the guards until they give up. Sod stealth.

HIDDEN AND DANGEROUS: We've chosen a fairly ineffective camo set here, as the meter indicates.

A BRIDGE TOO FAR

Easily the most impressive moment of the demo sees Snake clattering along a rickety bridge above a gawp-worthy chasm. The easy option's to tranq the guards and crawl across – but that's paying a disservice to Koj's masterful physics. Observe...



STEP ONE: A grenade lobbed on to the bridge doesn't do any damage to the planking, but takes out half the support ropes in one go. By this stage, it's already shaking, and any attempt to sprint along will see you catapulted off the span. Fortunately, Snake will grab on automatically.

STEP TWO: Slightly unwisely, Snake tiptoes on to the bridge and starts blasting away at the remaining ropes with a shotgun. They break with a satisfying twang. See you in hell, Mola Ram...

STEP THREE: If you finish off the final couple of ropes with a knife, staying upright's like trying to get in a hammock after fifteen pints of Angerbrau. The only option's to shimmy along while clinging on underneath. You'll best hope that grip meter holds firm.

WHO'S WHO!

Nothing to do with Ground Control

MAJOR TOM

Who is he? David Oh, commanding officer of FOX and CIA member. He's in charge of the mission, and seems to be named as a throwaway David Bowie-related gag. Expect Ziggie Stardust and the spiders from Mars to feature prominently in the latter half of the game.

...who is he really? Whisperings suggest that Tom's his pseudonym for VR missions – in real scenarios he's codenamed Major Zero, which backs up the idea that the early part of the game's all an elaborate training scenario.

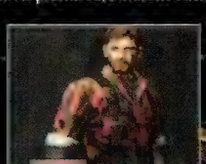
"THE 'FIRE' OUTFIT LETS SNAKE ENDURE BEING SET ABLAZE FOR A SHORT TIME"

DRESSING DOWN

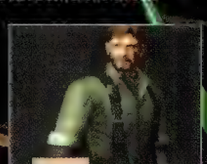
The camo system in action

Being brutally honest, we were a *shade* uncertain about the feasibility of struggling in and out of a pair of leaf-pattern trousers under heavy fire – and the idea that Snake's packing several different outfits in one medium-sized rucksack still jars slightly. But it's kept admirably simple – you flick through the menu, it tells you what each permutation of kit will do for your invisibility, you pick the highest number and fade into the undergrowth. As promised, different outfits have different effects – apart from looking rather fetching, the 'fire' outfit lets Snake endure being set ablaze for a short time. Konami's still running their design-a-pattern compo – check out the rules at www.konamijpn.com/products/mgs3/english – with KCEJ employees sifting out the mucky ones before they go viewably online. Among the best rejects – clearly playing to Koj's slightly Benny Hill sense of humour – is a naked-lady suit, complete with massive bazongas. One for the special edition, then.

NAKED
Strictly speaking, not entirely accurate – he still wears trousers. Being naked lets guards spot you a mile away and makes you more likely to catch a chill. Still – woof, eh ladies?



SQUARES
Or, more accurately, bricks. Handy for hiding in and around buildings.



OLIVE
Snake's standard uniform. One for formal occasions and prizegivings.

TREE BARK
One of the hardest uniforms to use – you might as well just hide on the opposite side of the tree, eh?

LEAF
The best camo outfit for standard use – you move through grass and dirt sort of thing.

BLEAK
Looks awful, and works in darkened areas. Although if it's already that dark...

WHO'S WHO!

Metal Gear's daddy and Snake's first contact

DIRECTOR SOKOLOV

Who is he? Nicholas Stephanovic Sokolov, the creator of the very first Metal Gear. Rescuing – or, at least, contacting – him is the whole point of the demo.

Who is he really? We wouldn't be surprised if he's the traitor. Or if he's being mind-controlled. Or something. Whatever happens, don't expect him to live much past the twenty-minute mark.

WHAT'S IN THE BAG?

Like a tiny green canvas Tardis, Snake's backpack can hold enough clothes, guns and diced Gavial for an entire scout troop. Here we rummage through the lot, explaining the potential secondary uses which are the cornerstone of jungle survival. We've also – for no good reason – given each bit a one-word rating based on how useful it might be deemed by chubby-faced BBC2 survivalist Ray Mears. Pack carefully...

KIT (ON L2)

THERMAL GOGGLES

These come in most handy when you're crawling through grass – guards can be well-camouflaged and difficult to spot, and they also help you pick out hazardous wildlife.
Also useful for: Pretending you're the Predator.
Mears-ocity: Block-rocking

NIGHT VISION GOGGLES

At first they seem completely useless – the demo's set during daytime – but when you notice the network of miniature tunnels running under the building containing Sokolov, they're suddenly your best friend.
Also useful for: Locating parties
Mears-ocity: Life-saving

MOTION SENSOR

The clue's in the title, see? As in *Manhunt*, enemies only show up on here if they're moving – and you don't get to see which way they're facing either. Tricky stuff.
Also useful for: Avoiding snakes in the grass.
Mears-ocity: Laughable

AP SENSOR

The classic, recognisable from previous games – nearby guards make it vibrate, but it drains Snake's battery.
Also useful for: Sensing potential food sources, giving yourself a 'special' vibrating treat.
Mears-ocity: Lovely

SONAR

Clicking down on R3 produces a brief ping to highlight any enemies – moving or not – in range. Just like being a whale!
Also useful for: Looking for submarines. Possibly.
Mears-ocity: Sorted.

CIGARS

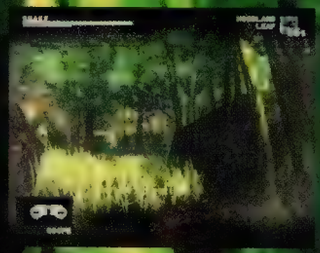
Puffing on a fat Cuban might be a dead giveaway to any nearby guards, but it's the best way to remove any leeches that stick to Snake's man-pecs during a trudge through the mud.
Also useful for: Calming down, revealing booby traps.
Mears-ocity: Cancerous

WHO'S WHO!

Russian temptress and possible double agent

EVA

Real name: A spy who's infiltrated the KGB and seems to be falling for Snake in the early trailers. She's part of your support team, an ex-NSA code analyst.
Your code name: Virtuous
Also codenamed Tatanya, she's rumoured to be boffing both Sokolov and Thunderbolt.



BINOCULARS

For most situations the sniper rifle's powerful enough to look up ahead – and comes with a handy gun attachment – but these are longer range.
Also useful for: Ogling virtual ladies in excruciating detail. There aren't any in the demo, but if we know Koj...
Mears-ocity: Crucial

WEAPONS (ON R2)

MK-22

Your basic tranq gun. It comes with a suppressor, but that wears down after every shot – fritter away a clip or two hunting birds and you'll have no way to take down guards silently at range.
Also useful for: Keeping meat alive and fresh for later consumption.
Mears-ocity: Handy

KNIFE

Essential for woodland survival. Lets you silently slit enemy throats or pull limited slashy-slashy combos in Close Quarters Combat mode. Sadly, you can't murder unconscious enemies with it.
Also useful for: Slicing mushrooms off tree bark.
Mears-ocity: Essential

FRAG GRENADES

Nothing too clever here – pull the pin, lob the pineapple and watch the communists fly. Have we already mentioned that you can use them to kill Gavials? Oh, right.
Also useful for: Fishing, hopefully.
Mears-ocity: Cheating

MIC

Always handy when you want to identify someone with a pacemaker or try to find out if Otacon's sister fancies you. But the Mic isn't the first thing we'd pack on a survival mission.
Also useful for: Listening to the little birdies tweeting in the trees. Awww.
Mears-ocity: Inexplicable

M16

For when you absolutely, positively have to kill every mo'fo in the woods. Hold L1 in first-person for the extra-accurate 'shoulder fire' mode. Once again, Snake can't nick guns from fallen Soviets. Why not? Search us...
Also useful for: Upsetting Major Tom.
Mears-ocity: Ungentlemanly

M1911A1

The pistol – handy for executing downed commies, although it's still a shade on the loud side. Only single-handed weapons can be equipped with the knife, so it's a good for close work.
Also useful for: Killing small animals. Hey, a man has to eat.
Mears-ocity: Reliable

M37

An FPS staple, the shotgun's new for Snake. It's an excellent close-quarters weapon, blowing enemies off their feet even if it doesn't kill them with the first shot every time.
Also useful for: Wrecking bridges.
Mears-ocity: Blinging

SVD

The classic sniper rifle. In this demo Snake's fresh out of the Diazepam and fags he normally uses to steady his aim, but puffing on a fat stogie seems to do the job just as well.
Also useful for: Dropping wasp's nests on distant guards.
Mears-ocity: Horrendous

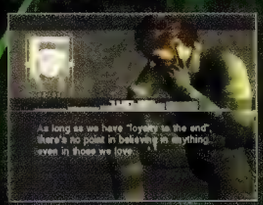
GENIUS AT WORK: This man's brain spawned the entire *Metal Gear* series. What a guy, eh?

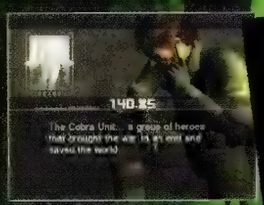
VERY NICE, MR KOJIMA, BUT...

It isn't *all* smiles and sunshine. Here's some friendly advice for our mate Kojima-san.

STAND UP, DAMN YOU

► The jungle setting spotlights limitations in the control setup, such as: if Snake's lying down and you press ⊗, he gets to his knees, but if you then press forward – to run away from some guards, say – *he lies down again!* It wasn't such an issue in *Metal Gear Solid 2*, where crawling was minimal, but when your main method of concealment's going belly-down in the long grass, it gets a bit annoying. Similarly, without the cast-iron certainty of walls and right-angles in the jungle, it can be tricky to tell whether you're actually concealed by a tree or not.





CUT THE CHATTER

► Less talking this time round, is there? Let's just consider the demo, where there's more beard-stroking pondering on the nature of war than you'd find in a typical student union bar, and Snake regularly stops for a Codec chat about his old girlfriend. To be fair, though, most of the waffle comes in two huge chunks at the start, and doesn't affect the pacing too badly.

WHO'S DOING WHAT NOW?

► Remember how vamp was love-biting Scott Dolph, military commander and father of Fortune? Didn't really matter that much, did it? The triangular relationships between several characters sound intriguing, but if they're just plot-confusing fluff then we aren't going to be too happy.

THAT'LL NEED FILLINGS

Gavials can't be tranqued out – they can be shot, but it's a waste of bullets and it alerts nearby guards. But then you notice them yawning and can't help wondering if... yes! A well-timed frag down the gullet and they'll close their mouth, only to be rocked by an internal explosion – followed by the classic Metal Gear '?'. Genius.

I'M NOT DEAD YET!

Hello! Remember me: Raiden? No? Jeez – I killed six Metal Gears at the end of the last game, y'know. Six! And I can do cartwheels, and I don't smoke and I moisturise every day and I've got lovely hair. And you all still hate me! What am I supposed to do? Well, it doesn't matter, because that nice Mr Kojima's going to bring me back for *Snake Eater*. Don't believe me? Look at the evidence...

FACT 1: I'M IN THE TRAILER

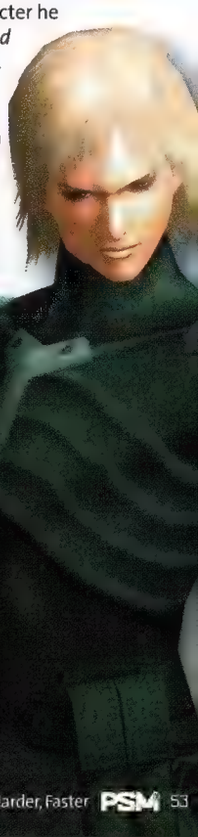
► To be fair, I'm just getting my plums tweaked – slightly aggressively, I thought – by Colonel Volgen, but hey, you take what you can get. I much preferred the president, though. He had lovely soft hands.

FACT 2: MY NAME'S JACK

► Yeah, you might have missed it among all the burbling about scoffing gunpowder sandwiches and not liking war, but my real name's Jack. And the real name of Snake – as seen in the chats with Boss in the demo – is Jack. Coincidence? We-he-heeell...

FACT 3: KOJ LOVES A PLOT TWIST

► Yes, we *know* Mr Kojima seemed surprised by how much you all hate me – but hey! He loves a cheeky turnaround – and what bigger twist could there be than the fact that the one character he *absolutely promised* wouldn't be back... is back? Eh? Koj is *just* assured enough of his own genius to think this'd work.



MGS3 SNAKE EATER

SNAKE IN THE GRASS: Most of your time will be spent skulking in tall grass like this.

WHO'S WHO!

Highly charged Russian military maniac

THUNDERBOLT

Who is he? Ephgeny Borisovich Volgen. An independently wealthy colonel in the GRU (Russian military intelligence), with what look like electricity-based powers. He's the bad guy. Or *is* he?

Who is he *really*? Well, yes, he probably is. Otherwise, there'd be very little explanation for him nutting the crikey out of Snake during the trailer.

SNACKS! SNACKS! SNAAAACKS!

It's hungry work, climbing trees and throttling Russians. As if saving the world wasn't enough, you can't even nip to Gregg's for a pasty. But fortunately, Snake isn't averse to rustling up some scoff on his own. We've asked Gordon Ramsay to give his verdict on the culinary fare available.

© Rex Features

DISH 1: RAT
FOUND: Under the enemy base.
PREPARATION: Shot with AK-47. Served raw.
What the f***'s this? He must've shot this twenty minutes ago – it's already on the f***ing turn. Tastes like gunpowder, too – it's a bloody disgrace. If he served this to me in a restaurant, I'd tell him to shove it up his f***ing a***.

DISH 2: SNAKE
FOUND: In long grass.
PREPARATION: Shot with tranquiliser. Served raw.
Ah, now this is a bit more like it. Fresh snake, tranqued and caged for that fresh, zingy taste. Poisonous, of course, so you have to avoid the head, but otherwise it's delicious.
F***ing lovely.

DISH 3: WASP'S NEST
FOUND: Up a tree.
PREPARATION: Shot out of tree with pistol. Served as is.
F***ing hell. Licking honey straight out of a wasp's nest? Bloody ridiculous – people just won't pay for this new-fangled s***. Tastes nice, but when you're preparing it you've got to remember to keep your distance – otherwise the wasps'll sting you to f***. Little c***s.

DISH 4: WILD MUSHROOMS
FOUND: On tree bark.
PREPARATION: Carved off with knife. Served raw.
C***ing Christmas, that's horrible. I don't know where your bloke's trained, but you can't just go slicing toadstools out of the ground and hoping they won't give you explosive indigestion. He probably can't play football, either. Twat.

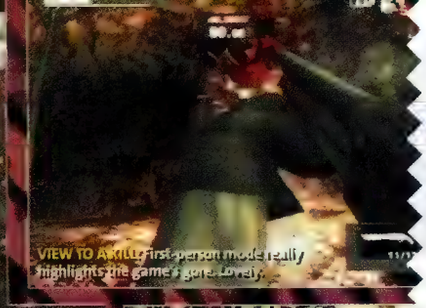
DISH 5: GAVIAL
FOUND: In a swamp.
PREPARATION: Blown up. Served in chunks.
Lovely. I've made Gavial myself. The secret is you can't tranq them, so you've got to wait until they yawn, then pop a grenade down their snack-pipe. Kills them stone dead, and gives the meat a lovely smokey finish. The French invented this – good work, for garlic-munching c***-jockeys.

KOJIMA MAGIC!

ONE-ARMED WONDER BOY

Like Sam Fisher, Snake's now able to dangle from a ledge one-armed while shooting with his free hand. But, when he runs out of ammo, instead of dangling there looking stupid he simply reloads one-handed, pulling back the slide with his mouth. Checkmate, *Splinter Cell*. Check. Mate.

EXPLOSIVE ACTION: If all else fails, set the place alight by filling explosive barrels with hot lead.



VIEW TO A KILL: First-person mode really highlights the game's gore. Lovely.

MIC SKINNER: The directional mic returns. Listen to guards with it.

BARREL ROLL: Kick this barrel down the hill to knock off guards.

THE OFFICIAL* SNAKE EATER PLOT-O-MATIC

Hey, why listen to what we say? Well, because we've got the demo, spend our lives on the net and regularly chat to Koj over buttered muffins, obviously. But if you'd like to regale dinner guests with your own theories about what's going on in *MGS3*, it's easy with the Plot-O-Matic. Just shuffle the words around, rearrange them in whatever order makes sense, and unleash the half-truths!

SOLID | OCELOT | BOSS
SNAKE | BIG BOSS | EVA
SOKOLOV | RAIDEN
LIQUID | IS | THE | SECRET
ONE-TIME MENTOR | LOVER
LONG-LOST | SISTER | BROTHER
ESTRANGED | MOTHER
NIECE | SECOND COUSIN
NEPHEW | FATHER
WHO | WORKS | WITH
IN | HATES | DEAD CELL
LES ENFANTS TERRIBLES
SHADOW MOSES
PATRIOTS
FOX-HOUND | 'S
SECRET BASE
ON THE MOON
UNDER THE SEA
CENTRAL LEEDS
AND IT'S ALL A
CONSPIRACY | DREAM

*No, of course it isn't.

WARNING! SPOILER ALERT!

IT'S ONLY A GAME

► Of course, Koj isn't one to make things simple when he can stitch you up with a head-bending mixture of improbable plot twists and philosophical chutney. We know there's a plot twist ten minutes into the game – just after the demo ends – and we think we know what it is.

CLUE 1: GAME OVER

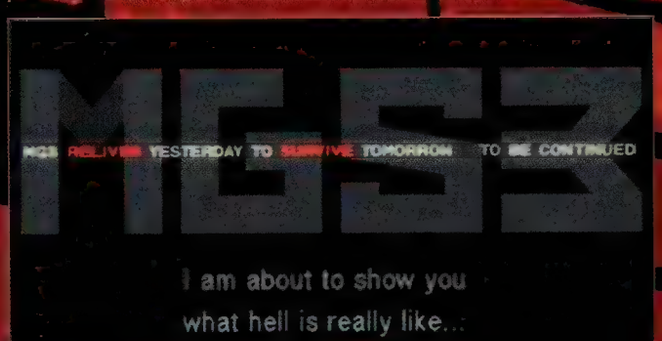
► The first clue is in the ending. The typical 'Snake! Snaaaaake?' wail from the backup team's accompanied by a Fawlty Towers-style degradation of the SNAKE IS DEAD message. The final message changes every time – different from the E3 demo, which simply said 'Time Paradox', suggesting that Big Boss 'dying' in the past would alter the future.

CLUE 2: THOSE HOVERJETS

► Prototype technology? Our (collective) guess: The lack of convincing hover platform technology in the '60s – or indeed, today – suggests that those scenes are from a later time-period.

CLUE 3: THE END

► Finish the demo, and the closing screen reads 'MGS relives yesterday to survive tomorrow.' That's as clear-cut a reference as you're going to get to the fact that Solid Snake's simply undergoing a virtual reality reconstruction of Big Boss's life in order to gain some vital information – probably in order to prevent some sort of nuclear incident. Probably.



AND SO...

► Our prediction: you burst in to rescue director Sokolov, only to be confronted – and instantly shot – by Ocelot. Cut to a lab in the future where Codename Snake removes his VR helmet to reveal a mop of flowing white hair. Yes, it's Raiden. On the moon.

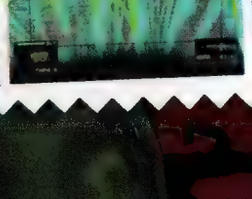
WHO'S WHO!

Soon to be one-armed. AKA Crazy Ivan

OCELOT

Who is he? Gun-twirling showoff who caps half a dozen guards, but finally gets brought down by Snake during the trailer. He hasn't got his trademark revolver – yet – but it's clearly only one man. Who is he *really*? He's Ocelot. Y'know, Ocelot. He's known to have worked with Solidus Snake, aka George Sears, the 43rd president – and Big Boss's third clone-son.

KOJIMA MAGIC!



SNAKES? SNAAAAKES!

► Is it a breeze? A programming glitch? No – a quick flick to the old thermovision reveals that the reason the grass up ahead's shaking is that there are snakes in it. Left alone, they're relatively harmless – but just like real life, surprise them and they'll bite you dead. Note to Mr Kojima, though – aren't snakes *cold*-blooded?

"A THOUSAND TIMES MORE MOURNFULLY SPODULAR THAN MOST BEARDED RPGS"
LA PUCELLE TACTICS PAGE 64

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

64 LA PUCELLE TACTICS
The sequel to the jolly brilliant *Disgaea* makes a truimphant splashdown. The moral being don't judge a game on its graphics...

66 CATWOMAN
Halle Berry slinks her way through another superheroic stinker. We lace up our shit-kicking boots and and go to work on her fifth-rate feline ass.

76 SAMURAI WARRIORS
Yet another samurai game – there's a lot around these days – and it's a spin-off from *Dynasty Warriors* to boot. Fancy that.

You want more?!
Well, we've got reviews of Kidz Basketball (79), Risk (78), Vib Ripple (80), and that's yer lot!

WELCOME...

DAN G

After last month's brilliant *Spider-Man 2* we're back to more rubbish superhero thrills. *Catwoman* looks great, but handles like a leaky tin o' pilchards. Shame. It's a rare dip in form from the otherwise excellent EA and proof that even the biggest software company in the world struggle to code a decent game when faced with an immovable movie release date.

Thing is, it could have been great. In some ways it's like *Prince of Persia* – but *Prince of Persia* minus the time-rewinding – and sublime level design – that stopped it being annoying.

Silent Hill 4 also underwhelms, betraying brave design and moments of freaky brilliance with flat pace and irksome combat. But it's not all depressing – *Psi Ops* is even better than we expected, causing Nathan to eyeball Andy in order to "make his ears weep blood". Thank the sweet lord that psychic powers are the province of videogames and not actual, real life, eh?

FIRST VERDICT! ▶ PAGE 58

SILENT HILL 4

The scariest Hill yet?

PLAYING PS2 LONGER, HARDER,

▶ DANIEL GRIFFITHS
EDITOR: Dan exudes a special musk that both sexes find irresistible. He's just found a special note that Jorin slipped under the lav door. That's the look of a surprised man, alright.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *La Pucelle Tactics*

▶ DANIEL DAWKINS
DEPUTY EDITOR: Dan loves PS2 so much that he takes the office machine everywhere. *Everywhere*. Imagine our surpise when it said "for the love of God, no more".
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *Silent Hill 4*

▶ JORIN SIEVERS
PRODUCTION EDITOR: A literal giant amongst men, Jorin is a walking advert for New Zealand, due mainly to the Maori village on top of his enormous head.
SPECIALIST IN: Strategy Action
FAVE GAME THIS MONTH: *Combat Elite: WW2 Paratroopers*

REVIEWS

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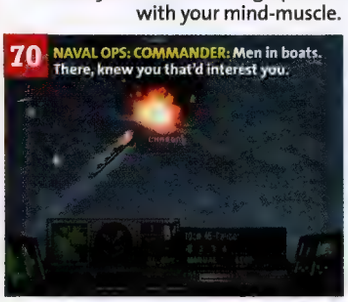
PSI-OPS: THE MINDGATE CONSPIRACY

Magnificent psychic shooter from Midway. Crush skulls like grapefruit with your mind-muscle.



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PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD

Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD

Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

►NATHAN IRVINE

STAFF WRITER: Nathan's grotesquely large right arm is constantly draped over a specially-made five-foot-tall PS2. He says it makes him feel "special in my magic place".
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH: *Psi-Ops*

►JES BICKHAM

WRITER: Tragically, Jes's hair has slipped down the back of his head. When he bends over the effect is akin to seeing *a man with no face*. Terrifying.
SPECIALIST IN: RPGs
FAVE GAME THIS MONTH: *Silent Hill 4*

►ANDREW KELLY

STAFF WRITER: Since moving down to Bath from Scotland, Andy has been constantly startled by our southern ways. "What is this thing you call... love?" he asked fearfully.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH: *La Pucelle Tactics*

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with secret characters, end level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we've also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS

Developer: Konami TYO
Publisher: Konami
Players: 1
Memory Save: 780kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

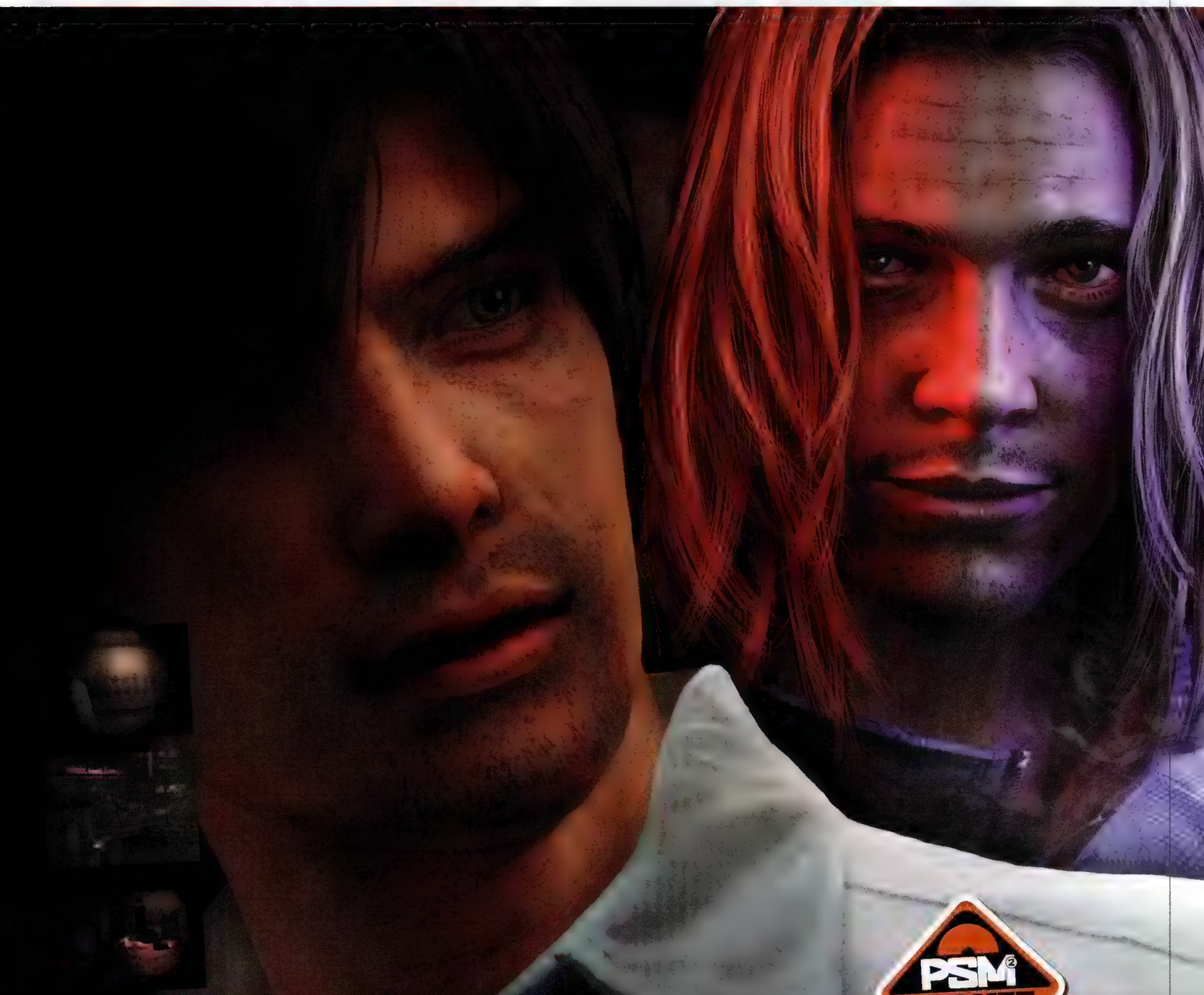
"ITS GRIZZLY CHARMS LIFT IT INTO THE REALMS OF TRULY ADULT ENTERTAINMENT"

PSM2#46

GAMEFAX

TRIVBURST

- Four unique endings directly influenced by your actions in the game.
- First-person mode when Henry's in his apartment.
- New combat system includes charged attacks.



"HELL IS OTHER PEOPLE"

PSM2 BRONZE AWARD

SILENT HILL 4: THE ROOM

Konami's ambitious but aggravating sequel leaves room for improvement.

PUBTALK

The smart arse thing to say down the boozer.

"Continues the series tradition of references to famous horror writers, with Lynch Street (referring to Director David Lynch)."

TOP 5 HORRORS

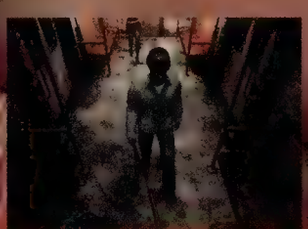
- Nosferatu
- The Exorcist
- The Blair Witch Project
- Silent Hill 2
- Beckham's Portugal penalty

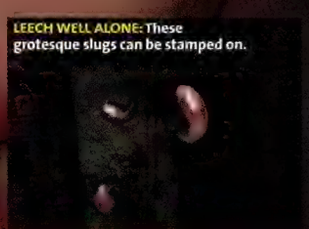
GAMEPIE

5% Dying
10% Climbing through holes
50% Feeling depressed
20% Opening doors
15% Staring through windows

HOLE FAITHFUL: These tunnels are your only route back home.

MONKEY TRAGIC: The mutant simians wield golf clubs.





LEECH WELL ALONE: These grotesque slugs can be stamped on.

It's supposed to be a circle, with a black dot at one o'clock, and a grey *something* at five, but the ink is smudging and... ah, sorry, this is complex. You join us two hours into *Silent Hill 4*, and we're already scribbling away, frantically trying to solve the circular prison puzzle. Level three rotate two clicks right. Level two rotate... er, *four* left? After a brilliant introduction, the compelling atmosphere is melting into a swamp of confusion. Fast forward. Fifteen hours later, we're ogling at the completion screen with equal bemusement. *The Room* is a game which raises more questions than it answers; failing to fulfil its terrifying potential thanks to muddled structure, frustrating combat and crushing repetition. Like a slow burning firework that never pops, it's one arduous emotional tease, and – the *real* shock – it's also the weakest chapter in a brilliant series.

Don't despair. The visuals are sensational, the sound biting and atmosphere acidic. The problems stem from the game's potential strengths: the unique setting and staccato game mechanic. Rather than present a sprawling linear narrative, *SH4: The Room* focuses the action around a central hub. In the same way that a piecemeal structure – arguably – hampered Sony's otherwise excellent *Jak 2*, *SH4* fails to deliver acute narrative pacing and stirring set pieces. There's nothing to rival, say, the stomach-churning Pyramid Head boss encounter in *Silent Hill 2*, or the Haunted House in *Silent Hill 3*. There's only one boss in all of *SH4*. The game feels flat – more a featureless trek through a tough industrial estate, than a mugging in a middle class suburb.

The malaise extends to the puzzles. The circular prison is a key offender: you're in a prison with eight rooms arranged like a clock face around a circular hub. The prison has three floors. You need to line up holes in the floor over the three levels and drop to the basement, but to make matters more complicated, you can only rotate the rooms by... bear with us... following an *external* circular path to the internal control room. Sounds horrible? No, it sounds *terrible*, but the surprise is that it isn't really that hard, or that ingenious. You simply trudge along methodically looking through peepholes and twisting the control wheel. Puzzles invariably rely on busywork, not brain power, and the riddles that *think* they're smart ►

THE MONEY SHOT

The mutant dogs wail so horrifically when you stamp on them, you'll be tempted to let them live and avoid the aural torture. The sound effects are consistently chilling.

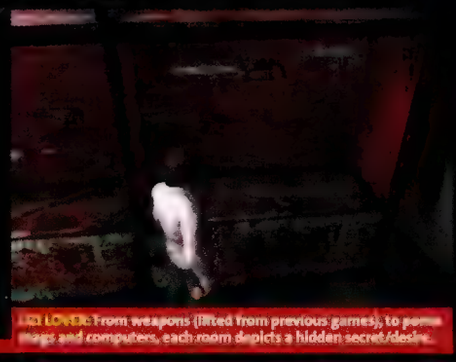
"LIKE A SLOW BURNING FIREWORK THAT NEVER POPS, IT'S ONE ARDUOUS EMOTIONAL TEASE"

WHEEL LIFE: In the final forest section, you need to reassemble a body.

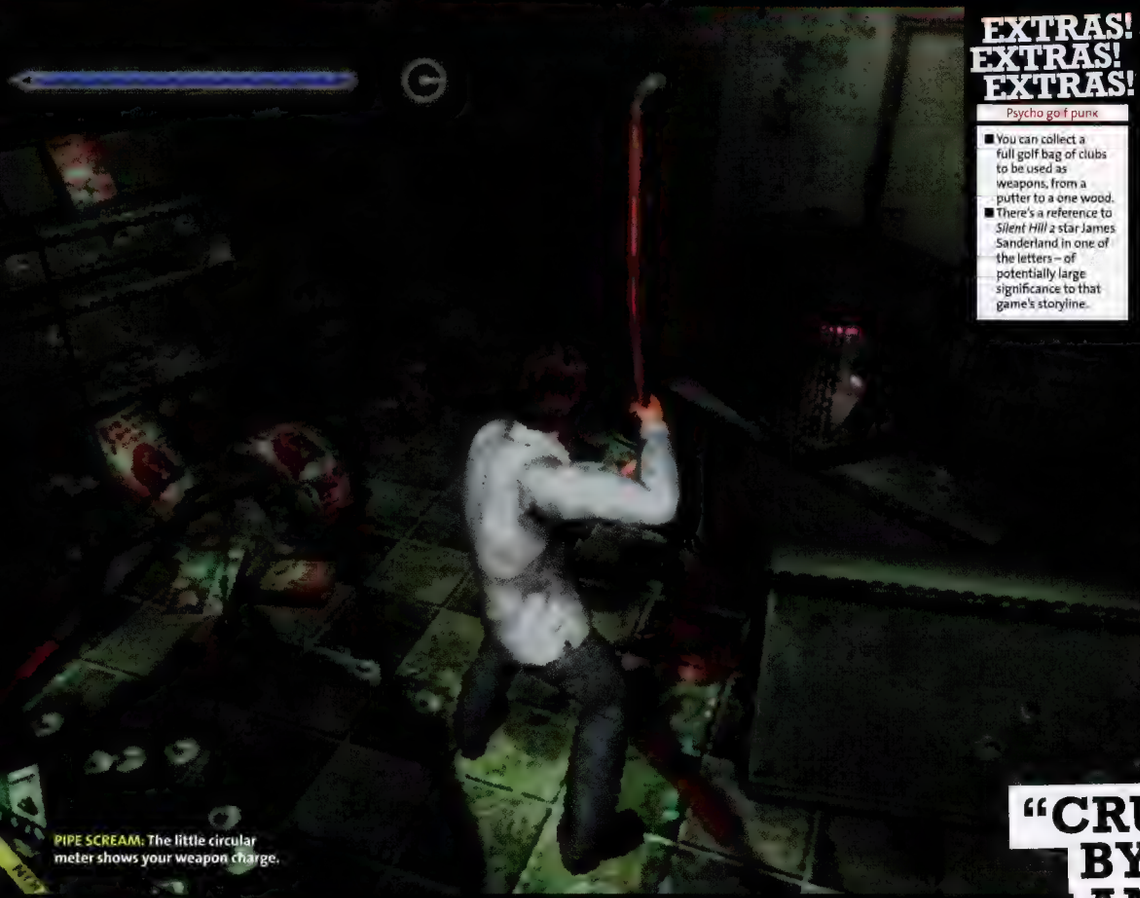
HIDDEN THEMES

In *SH4*'s best section, you explore an apartment block decorated in rich symbolism. For those familiar with the series' recurring themes of repression, guilt and persecution; each room is a metaphor for the hidden darkness, sadness or obsession that dictates everyday folk's lives. Imagine saying *that* about *Drivgr*.

DRAWING BREATH: The final room makes explicit everything you'd suspected about the apartment block's residents.



LIES LOVER: From weapons (lifted from previous games), to porno mags and computers, each room depicts a hidden secret/desire.



PIPE SCREAM: The little circular meter shows your weapon charge.

EXTRAS! EXTRAS! EXTRAS!

Psycho golf punk

- You can collect a full golf bag of clubs to be used as weapons, from a putter to a one wood.
- There's a reference to *Silent Hill 2* star James Sanderland in one of the letters – of potentially large significance to that game's storyline.

► are simply obscure. For example, in one section you've got to read a sign from your apartment window to get a door code. Problem is, the sign is wrong, and you've got to *ring* the bar from your bedroom to get their new number from the answering machine. Which sounds logical, but not when you've spent 30 minutes running around before stumbling on the solution.

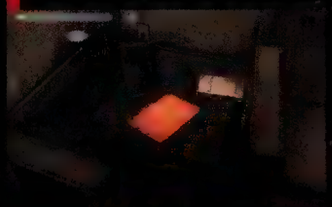
Good news. While the threat of what's to come sounds terrible, it's much less painful in reality. Which, ironically enough, pinpoints *Silent Hill 4*'s – and the series – greatest strength. The atmosphere stems entirely from what you *can't* see, playing on the recesses of the human psyche and subverting your inner fears. The game rarely resorts to gore or fairground schlock, but uses forced camera angles to limit your vision and chilling sound effects to hint at events never explicitly realised. For example, you can peep into your neighbour's room, where a creepy looking toy rabbit perches on her bed. As the game escalates, and your flat succumbs to demonic possession, you expect to peep through and see the rabbit move. Sometimes you'll swear it does move, but it's all in your mind.

In that respect, *SH4* succeeds admirably. The premise is sufficiently well realised, and compellingly cryptic, to drag you through the oily frustrations. You play Henry Townshend, a man who has been inexplicably locked in his apartment and suffers from hellish recurring dreams.

"CRUELLY BLIGHTED BY SLOPPY PACING AND FRUSTRATING MECHANICS"

THE ROOM FROM HELL

You explore your room in uncharacteristic first-person view, reinforcing the sensation of claustrophobia and isolation. At the beginning of the game it's the only place you can recover energy and save. Later on, the room fills with spirits and – unless you purify the area with holy candles – you'll lose energy in your own house. On one occasion, we died on the way back to the Save point. Anger isn't the word.



BOOK SHELVES: You need to return to the apartment and use the book to save.

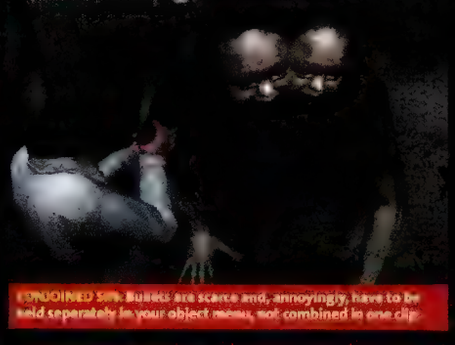
LINEAR AS FOLK: As the game progresses Henry's flat succumbs to the presence of evil.

FLAME EXCUSE: Use the holy candles to purify your flat and finish the game properly.

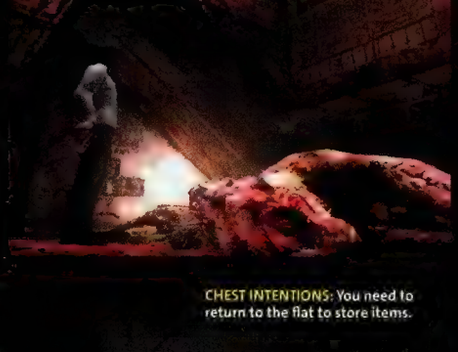
PICK 'O THE BUNCH: The Axe of Despair is powerful but slow.

FRESH COMBAT

It's now possible to charge up attacks (hold ◎ and ▭) to disable smaller foes in a single hit. You can also dodge and sidestep using the ⊗ button – vital due to the volume of agile foes in the game. After the Uzi-wielding excess of *Silent Hill 3*, the team have returned to clunky metal pipes, bats, axes and golf clubs. The menu system now lets you toggle between items in real-time (▭), but this also leaves you open to attack.

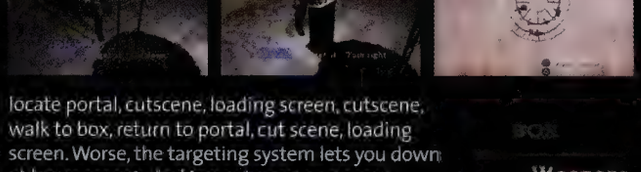


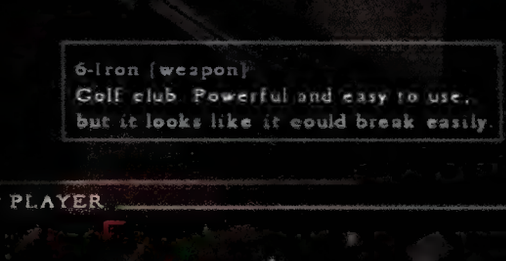
ENJOINED SIN: Bullets are scarce and, annoyingly, have to be held seperately in your object menus, not combined in one clip.



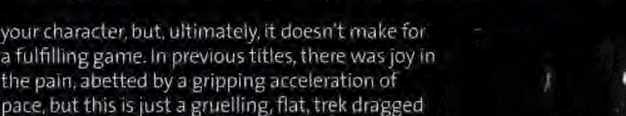
MONSTER'S BRAWL: Get in the habit of stamping on your foes to kill them.

"SADLY, SH4'S ROOM WITH A VIEW LACKS THE FOCUS TO MATCH ITS GAZE"





CHEST INTENTIONS: You need to return to the flat to store items.



Suddenly, a hole appears in your bathroom – a portal to a nightmare alternate reality – as the events of your dreams slowly verge into reality and the residents of your apartment block die one-by-one. Why are people being murdered? Is the locked room a metaphor for his troubled psyche? Can the characters you meet be trusted?

Sadly – without giving too much away – the game lacks the intelligence, or rather conviction, to resolve its own twisted questions. The way information is drip-fed is admirable, with a big(ish) shock near the end, but the story lacks the character arc of previous games. Look away to avoid a spoiler: *Silent Hill*'s recurring motif of suppressed guilt – i.e. the events are of our hero's making – never reveals itself, leaving Henry nothing more than an observer as events unfold around him. There's no emotional journey or character development.

The combat system is improved, but offset by relentless enemies, cheap hits and infrequent health pick-ups. The menu system only lets you hold ten items at a time, and the only way to free space is to waste items – which costs you later on – or trudge back to the apartment's object locker (like *Resident Evil*), involving the following process: locate portal, cutscene, loading screen, cutscene, walk to box, return to portal, cut scene, loading screen. Worse, the targeting system lets you down at key moments, locking onto, say, an enemy behind you, rather than the *four* mutant babies in front. The cumulative effect is powerless frustration, with constant backtracking to the apartment to save and swap items, plus lots of "Give me a CHANCE!" deaths. The game's conclusion depends on choices you made hours earlier and, chances are, you wasted the items you needed to free space in the menu rather than trudge back to the flat.

SH4 is successful *and* disappointing – the premise is astounding, the aesthetics are exquisite and the atmosphere compelling – but the experience is cruelly blighted by sloppy pacing and frustrating mechanics. It's like an unremittingly bleak 15-hour preamble to a numbing denouement. You *could* – in a slightly prissy existential way – argue that your experiences mirror the frustration, tension and confusion of your character, but, ultimately, it doesn't make for a fulfilling game. In previous titles, there was joy in the pain, abetted by a gripping acceleration of pace, but this is just a gruelling, flat, trek dragged to its hollow conclusion by an undeniably promising premise. Sadly, *SH4*'s room with a view lacks the focus to match its gaze. Daniel Dawkins

■ Silent Hill 4: The Room *opens its doors in September, but is available on import right now.*

COME ON EILEEN: Your next door neighbour is key to the plot.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Improved combat and functional exploration. – Fiddly targeting, menu system aggravating.	+ Crisp characters, stunning environments. – No stand-out visual tricks. Depressing.	+ Hugely atmospheric incidentals and tunes. – Shrieks of the dying are almost too upsetting.

LIFESPAN

About 15-20 hours of play, allowing for mistakes. There are alternate endings, but a retread would be extremely arduous.

MINUTES — YEARS

IT'S BETTER THAN...

CLOCK TOWER

IT'S WORSE THAN...

SILENT HILL 2

The most deliciously dark *Silent Hill* yet, but the compulsive storytelling can't compensate for fiddly controls, fractured structure and frustrating combat.

7/4

INFOSTRIP

DETAILS
Developer: Studio Liverpool
Publisher: SCEE
Players: 1-4 (online)
Memory Save: 649KB
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

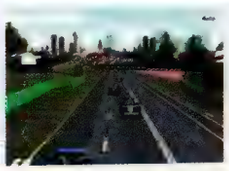
GAMEDIGIT
4
The lowest number of drivers to complete in a GP in F1 history. It was back in 1966 in the luxurious setting of Monte Carlo, and the winner was Jackie Stewart of Scotland.

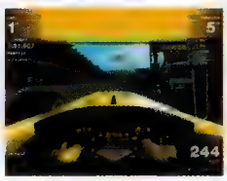
GAMEFAX
Driving
Steering Wheel
Official License
Network play

TRIVBURST
- Online compatibility for up to four players.
- All 10 F1 teams including all 20 drivers.
- Every track from the 2004 season including new ones Bahrain and Shanghai.

YOU SHUNT!: Be careful when setting off from the grid or you could be in for a multi-car pile-up.

HOLY SMOKE: Smoking adverts are cunningly disguised on the F1 cars, just like real life.





"THE FASTEST SPORT ON THE PLANET TESTS YOUR PS2'S SUSPENSION"

FORMULA ONE 2004

Sony's annual update skids off course with the handling of a – well-licenced – shopping trolley.

DRIVER ONLINE

F1 2004 now incorporates an online facility which lets players compete against each other in Time Attack modes. You don't actually get to see any other real drivers on the track; it's either a ghost car or nothing. Your best times can be posted onto a central server so that you can compare them against others from around the globe. Let's hope that next year we'll get a full 20-player grand prix season to enjoy.

F1 2005?: Hopefully, this will be the sight that will greet us in next year's online mode: other humans on the track.

WAIT FOR IT: Hold on while on the grid for a rev limiter.

TURN UPS: The arrows go green when it's safe to turn.

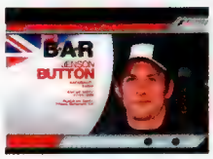
THIN WHEN YOU'RE WINNING: The cars in F1 2004 look thinner than a carton. But why?

Another year, another review and another tired shout of 'another F1 game'. Sure, they're as inevitable as death, taxes and a gimmicky new Mode™ in the latest FIFA, but that doesn't constitute objective grounds for a critical mauling. Or worse, damning the game with apathetic feint praise. What *does* cause us concern, however, is when a sport played out at 200mph appears to be going *backwards*.

Y'see, PS2 is already blessed with a large number of challenging, comprehensive and playable F1 titles – from the maniac precision of Sony's *F1 2001* to Atari's arcadey, yet accurate, *Grand Prix Challenge*. There simply isn't room – well, for anyone who isn't an F1 completisist – for a token rehash justified through yearly statistical upates and gimmicky innovations. So thank God for Sony Liverpool and their new *F1 2004* game – the controls are... erm... and the gameplay is... erm... hang on a second, now even Sony have gone and fudged up their F1 solid franchise. Oh dear.

Producing a flawless lap time on the lush Monaco track. Feel the pride.

Yep, unbelievably Sony Liverpool have desecrated their usually astute *F1* series with this latest outing. After the promising improvements from *F1 2002* to *F1 2003* (markedly sharper graphics and an improved handling system), PSM2 was flush with anticipation for the 2004 episode. But, once we got onto the track, a soft invisible tear of despair made it's solo voyage down one cheek as we realised that what should have been the crème de la crème, was no more than clotted cream. It's still nice enough, but not quite what we – or indeed anyone – wanted.



"CLINGS TO POLE POSITION SIMPLY BECAUSE OF THE LACK OF COMPETITION"

QUESTION...

Which two drivers exchanged harsh words in the pits after they nearly collided at the '98 Belgian GP?

GAMEPIE

30% Wincing at the realistic F1 sounds
20% Hitting a wall
20% Waiting for Brundle to say something
30% Wishing you had an F1 driver's salary

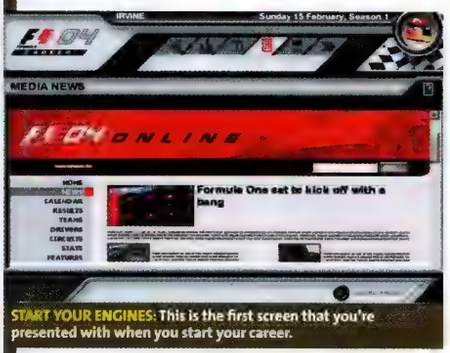
ANSWER

Of course, it was Schumacher and the concrete-jawed Scot David Coulthard. Schumacher steamed up to Coulthard and enquired "Are you trying to fucking kill me?"

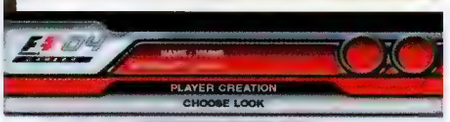
THE FUTURE'S ORANGE: All the tiny details, like trackside advertising, are present and correct.

CAREER WE GO

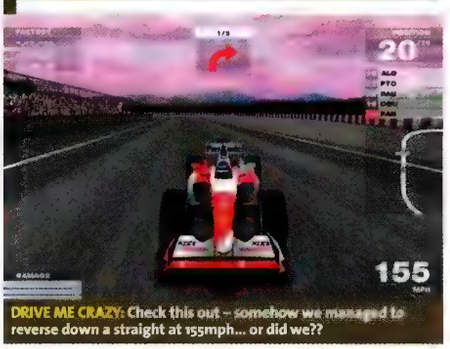
New for this 2004 update is a quite remarkably diverse career mode for gamers to indulge in. Starting as a rookie driver, you must first earn your stripes on the test track in front of potential employers. From there, you'll be offered a contract as a main or test driver. As you progress, you'll be lured away from race teams with the promise of a faster car, and you could even be fired due to your incompetence on the track.



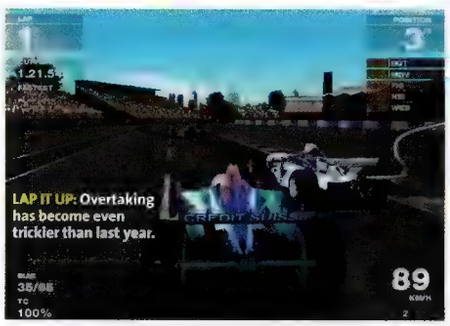
START YOUR ENGINES: This is the first screen that you're presented with when you start your career.



ARE YOU LOOKIN' AT ME?: Well, no. In fact, PSM2 will wager that the rendered heads are those of the developers. Gimps.



DRIVE ME CRAZY: Check this out – somehow we managed to reverse down a straight at 155mph... or did we??



LAP IT UP: Overtaking has become even trickier than last year.

"A CERTAIN DEGREE OF COMPLACENCY HAS CREPT INTO F1"

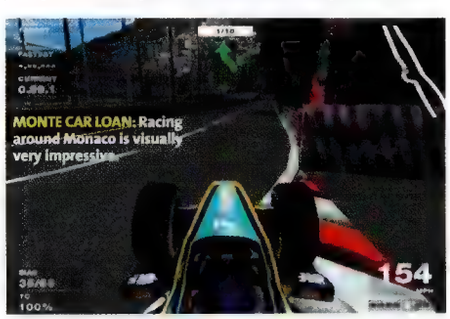
Firstly, if you've ever seen a genuine *F1* car, then as soon as you see one of the vehicles in *F1 2004* you'll agree that they're scrawnier than viewing the Cheeky Girl through the back end of a microscope. For reasons unknown, *F1 2004* has not only narrowed the cars to anorexic proportions, it has also streamlined the tracks which makes tyre-to-tyre cornering against an opponent feel like an unjustly complex ballet exhibition.

Then there's the sheer increase in the game's pace: it looks as fast as the view from a *F1* cockpit should, but unfortunately the twitchy steering will have you wondering whether you're actually in complete control of it. Even after we turned off the driving aids in the option menu, we could still feel the car pulling the opposite way, vigorously demanding that you steer in a particular direction. And another thing that ticks us off is that no matter how much you apply the acceleration and brake (⊗ and ◻, or Right Stick) when weaving from side to side the car won't spin. Instead it will just jerk sideways in an unrealistic way. This also goes for the supposedly realistic Simulation mode with the driving aids taken off. Even the trackside grass has little effect on your car's speed, with the only real difference being the green hue that appears on your tyres. So, taking a cheeky shortcut over a grass verge is a worthwhile tactic – and there's no marshall's flag, either. Complete rubbish.

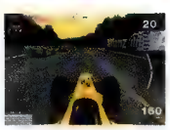
So, what does *F1 2004* do agreeably? Well it's crammed with millions of tiny detail related to Formula One, from the photo realistic depictions of drivers like Schumacher and Trulli, to the small advertising billboards situated at the side of the track. Plus there's the chance to create your own profile and go up against the pros in a full season containing all the trials and tribulations that a real life driver would encounter (see Career We Go). There's also an online mode (See Driver Online) which gives would-be drivers the chance to set track records – ghost laps only. But it feels like we've been sold short of a truly gruelling and immersive online experience.

Still, *F1 2004* offers the most up-to-date interpretation of the sport on the PS2. Sony might be the Michael Schumacher of F1, leaving the opposition choking on their exhaust fumes. But a certain degree of complacency has crept into *F1 2004* and the sooner it's tweaked, the better for all fans of Formula One. It's not a disaster, but by fundamentally damaging the handling, they've removed everything that made Sony's game the definitive simulation. Here's looking forward to *another* F1 game next year. **Nathan Irvine**

■ F1 2004 *is making a flying pit stop right now.*



MONTE CAR LOAN: Racing around Monaco is visually very impressive.



TYRE-SOME: Careering into another vehicle will cause equal amounts of damage to both cars.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's super fast, just like real life formula one. – But the convulsive controls are a nightmare.	+ It has every tiny detail you've come to expect. – The cars belong in a childrens' toy box.	+ Genuine car resonance, whooping spectators. – Over-excited Yank commentary in Arcade.

LIFESPAN

The career mode could last months, but whether you've got the staying power to see it through is questionable.

MINUTES ——— YEARS

IT'S BETTER THAN...
F1 2002

IT'S WORSE THAN...
F1 2003

PS2's best F1 racer clings on to pole position simply because of the lack of competition. It's swift like the wind, but essentially cumbersome and frustrating.

65

INFOSTRIP

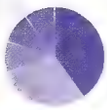
DETAILS

Developer: Nippon Ichi
Publisher: Mastiff
Players: 1
Memory Save: 312kb
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP 5 TACTICS

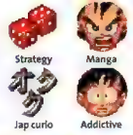
- Pincer Attack
- Frontal Charge
- Artillery Incursion
- Aggressive Purge
- Ground Surge

GAMEPIE



40% Whooping
30% Moaning
10% Crying
10% Cursing
10% Cheering

GAMEFAX

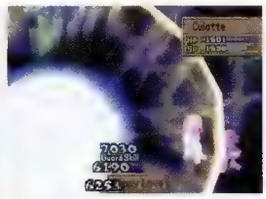


TRIVBURST

- Over 300 missions.
- Infinite characters to fill up your party.
- Countless randomly generated quests and dungeons make for an almost infinite lifespan.

Enemy Character
THE MONEY SHOT
There's nothing quite like pulling off a miracle attack. By chaining moves, you can unleash a stunning burst of intense magical energy.
1 Dark Squares

HUNGRY HIPPOS: You can recruit an army of killer hippos, if you're so inclined.



BLAZE OF GLORY: Gain enough experience and this is the result.

"NEVER JUDGE A BOOK BY ITS COVER. OR A GAME BY ITS GRAPHICS"

LA PUCELLE TACTICS

PSM2 SILVER AWARD

Don your magical thinking hat and lock the doors – only the hardcore need apply.

L*a Pucelle Tactics* is completely and utterly impenetrable. Like a '70s progressive rock album, Twin Peaks or the sixth series of The X-Files, it'll catapult itself directly over your head and soar off into the distance. Less educated members of the PSM2 team saw the ropey visuals, heard the awful music and came to the conclusion that it's a load of old toss – which is horribly, achingly *wrong*. It's not as good as *Disgaea* (PSM2#49, 86%), but it's still one of PS2's finest strategy titles.

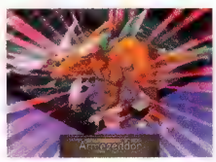
La Pucelle uses a turn-based system that'll be familiar to anyone who's ever played games like *Final Fantasy* or *Xenogears*. It's a thousand times more mournfully spodular than most bearded RPGs you could imagine, but the boldly simplistic anime-inspired visuals destroy any preconceptions of armour-clad warriors chucking swords about. The most innovative feature has to be the Purification system. Its main use is to rid the map of 'dark portals' that constantly respawn enemies until they're purified, but it serves a much greater purpose – any enemy you see can be 'turned', to join your team when the battle's over. There are hundreds of enemies, each with specific skills and powers, meaning the size of your party is limitless. You can even train your enemies and shape their personality through a Tamagotchi-style menu.

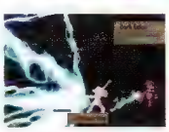
Everything we've come to expect from a competent RPG is present and correct in *La Pucelle*. Experience points are used to level up, items can be won from battles and equipped and there are village sequences to dabble with the locals and purchase weapons. There's even an elaborate combo system that takes an age to master.

The graphics, although fundamentally poor, have a unique charm thanks to some surprisingly detailed animation. It reminds us of SNES classic *Seiken Densetsu* with its striking hand-drawn backgrounds, but it's a crying shame that most people will disregard the entire game on a purely visual basis. If you like your games long, hard and full of extraneous detail, give *La Pucelle* a go. If, on the other hand, you're a graphics whore who's life depends on cheap thrills and immediacy, look elsewhere. As miserable indie-rockers Pulp once muttered, *this is hardcore*. **Andrew Kelly**

■ La Pucelle *is available now, but only on import.*

TERRAIN OF THOUGHT: You'll be seeing a lot of this.





ART GARFUNKEL: Some of the specials are accompanied by stunning hand-drawn artwork. This is one of the 'holy' attacks.

AVERT YOUR EYES

You don't get a glimpse of the really good stuff without playing for hours upon end. But some of the special moves are dazzling. The lighting effects are lovely, and it's worth the tedium of trying to unlock them.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fathomless scope and ultimately rewarding. – Even RPG veterans will find it overwhelming.	+ Beautiful hand-drawn artwork and animation. – Dated looks will alienate the majority of gamers.	+ Switch between Japanese and English. – The worst elevator music you'll ever hear.

LIFESPAN

Like *Disgaea*, *La Pucelle* can literally last *forever*. The main story mode (without any of the extra gubbins) will last 40 hours.

MINUTES — YEARS

IT'S BETTER THAN...
BOF: DRAGON QUARTER

IT'S WORSE THAN...
DISGAEA: HOD

One of the heaviest, most convoluted adventures on PS2. *La Pucelle* charms and petrifies in equal measures, but it's ultimately a rewarding experience.

80

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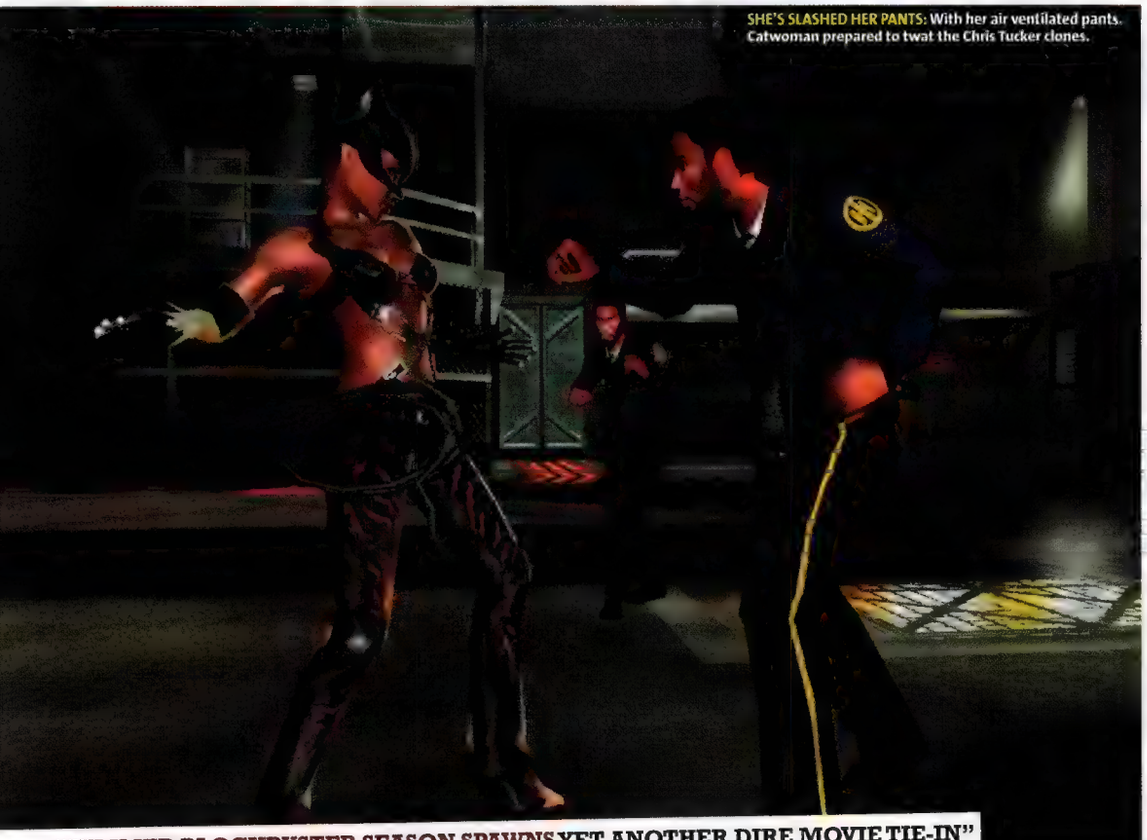
INFOSTRIP

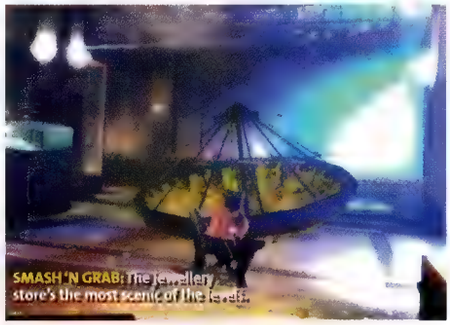
DETAILS
Developer: EA
Publisher: EA
Players: 1
Memory Save: 242kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"WE'RE EXPECTING A THIRD-PERSON ACTION ADVENTURE WITH DRIVING SECTIONS"
PSM2#45

GAMEFAX
Action/Adventure | Film tie-In | Shit | Superhero

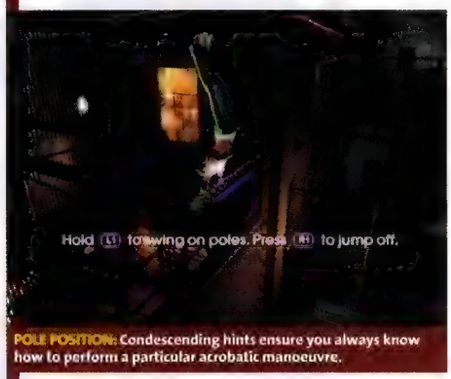
TRIVBURST
- Fighting styles modelled on the Brazilian combat art of Capoeira.
- 'Light-rimming' enhances Catwoman's body graphics.
- The storyline closely follows the movie's plot.


SHE'S SLASHED HER PANTS: With her air ventilated pants, Catwoman prepared to twat the Chris Tucker clones.


SMASH 'N GRAB: The jewellery store's the most scenic of the levels.

SCALE 'N' TRICKS

Among *Catwoman's* repertoire of abilities is her climbing talent. This lets her scale vertical structures with her diamond-tipped claws and includes *Prince of Persia*-style gymnastics. Combining these skills lets *Catwoman* scuttle up walls and then jump to horizontal bars for some trapeze-like hang-time.



POLE POSITION: Condescending hints ensure you always know how to perform a particular acrobatic manoeuvre.

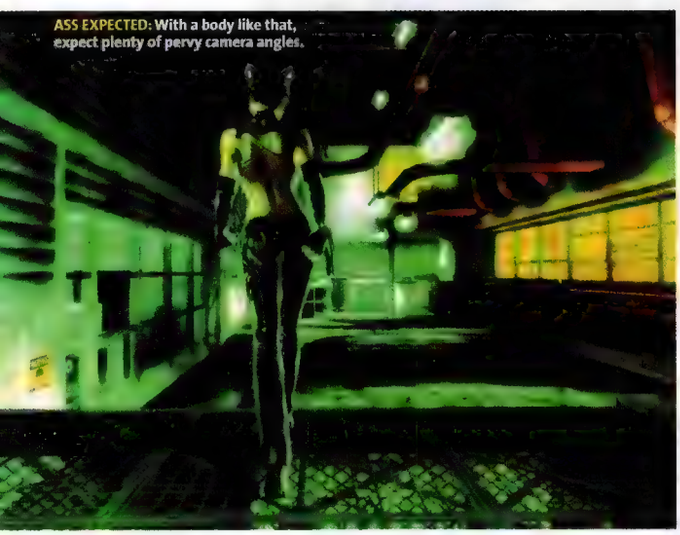
SPIDER WOMAN: Running across walls can be tricky.

LIGHT SCALES: The spotlights are evaded by quick jumps.

"SUMMER BLOCKBUSTER SEASON SPAWNS YET ANOTHER DIRE MOVIE TIE-IN"

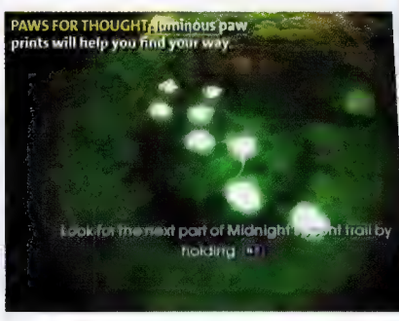
CATWOMAN

Halle Berry in full dominatrix guise, complete with whip? Nope, not even a whiff of a cynical marketing by EA.


ASS EXPECTED: With a body like that, expect plenty of pervy camera angles.

We know. The movie execs know. And, by damn, you can bet the boardroom bigwigs at EA know. What? The presence of Halle Berry in a risqué PVC catsuit is enough to set any man's heart racing. The movie might be duff, but as long as Halle backflips in glorious, close-up, slo-mo everyone will be too distracte.... woah, lady bumps... to notice. And sadly, the only thing that'll give you any happiness while playing *Catwoman* is making Halle's digital counterpart stand still long enough to activate the Ogle-Cam, but we'll address that later. For now, the claws are out, and *Catwoman* is within PSM2's radius of being scratched to death. And we're going for the jugular.

Catwoman follows the movie's plot of Halle's quest to quell Hedare Cosmetic's dastardly scheme, and to seek revenge on those people who 'murdered' her alter ego, Patience Phillips. So, how does this transfer into a PS2 title? Well, the answer is... like an absolute cat-astrophe. From the opening jewellery store level you could be forgiven for thinking that *Catwoman* will be an action-packed experience. As you bound off walls, dodging the gunfire from the police, you'll be dazzled by the bullets ripping away scenery like the lobby scene in the *Matrix*. But as you skulk onto the next level, you'll realise that each and every stage is a cesspit of deja-vu infected gameplay. The level designs quickly deteriorate into a prime example of


PAWS FOR THOUGHT: Luminous paw prints will help you find your way.

ROCK THE CAT'S BAR: You'll need razor-sharp timing for these jumps.

THE MONEY SHOT
The Ogle-Cam allows sad individuals to get hot under the collar about a game character. Not us though. We're professionals...

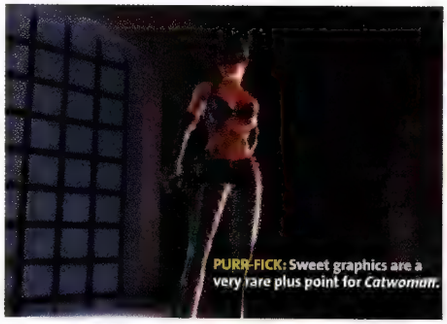
"THIS IS ONE LAME KITTY THAT'S SO FAR BEYOND HELP IT'S CRYING OUT TO BE PUT TO SLEEP"

QUESTION...
How much was Halle Berry allegedly paid to get out her fun bags in the movie Swordfish?

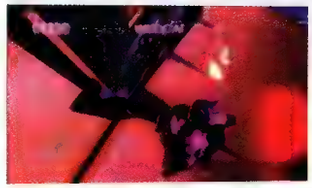
GAMEPIE
30% Dribbling as you watch the ogle-cam
50% Falling from platforms
10% Hoping the film's not as shit as this game
10% Wondering why you bothered playing at all

ANSWER
It was $500,000 American dollars. $250,000 dollars per jubbly? We can think of worse things to spend that money on.

STARRY THIGH SURPRISE: Capoeira style or a breakdancing competition gone wrong? You decide.



PURR-FICK: Sweet graphics are a very rare plus point for *Catwoman*.



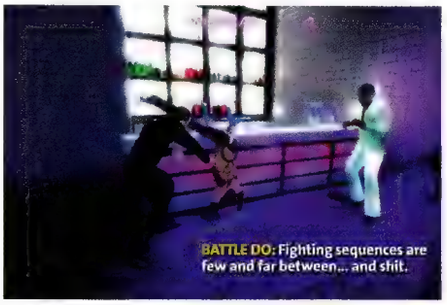
"EVERY STAGE IS A CESSPIT OF DEJA-VU INFECTED GAMEPLAY"

monotony, consisting of you scaling walls and whooping bad guys into 'open' furniture (see Box-ing and Chute-ing). Even though the combat is simple, it's frustratingly difficult to make the right analogue stick attack in the correct position to dispose of harassing guards. It's like a complex game of pool, where the pad is your cue, *Catwoman* is the cue-ball and the assailants are the red or yellow balls. Sounds like fun, but it plays like shit. The attacks consist of lightweight whip strikes and brainless squat kicks, (hold L1 and use right analogue) which is a style based on the Brazilian fighting art of Capoeira, according to the developers. But PSM2 likens it to a pissing dog, lashing out at passers-by. It's badly depicted and totally repetitive. You can purchase new moves like whip attacks that disarm weapon-wielding chumps, but they all feel ineffective. Another gripe is the game's camera angle – it's one of the worst ever seen on PS2, even more dire than *Tomb Raider: AOD*, and that's saying something. You can just about move the camera an inch, from left to right with the D-pad, but that's it. This doesn't help when there's an overhead bar that you need to jump onto, and the angle isn't intuitive enough to show you the way. You're supposed to follow the glowing green paw prints, which you can see in Cat's Eye mode (Like Nightvision goggles accessed by pressing L2), but more often than not you'll just end up jumping into the unknown and praying she grips onto something before hitting the ground. If not, (which is often) you'll be seething at the prospect of starting your ascent once again.

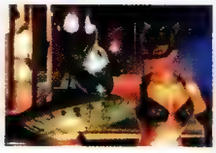
Now we come to the soon-to-be-infamous Ogle-Cam. It kicks in when you leave *Catwoman* stationary for a minute or two, but rather than the usual foot-tapping display of impatience, the camera shows a montage of angles clearly designed to show off *Catwoman*'s lady bumps in all their pixelated glory. It's a sure sign of EA's desperation to keep men-folk content with an otherwise shabby game.

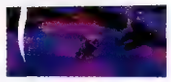
Thanks to its painful lack of convincing action, *Catwoman* is about as enjoyable as choking on a hairball after a mouthful of catnip museli. The tedious wall scrambling and pouncing is interspersed with a minuscule amount of combat. There's only so much pole swinging you can partake in before it all becomes too much. And, while we're on the subject: would it have been too much trouble for the developers to think up a more realistic interaction between *Catwoman* and switches/buttons than having to use her whip to activate them? All in all, *Catwoman* is a shambles. The level design looks nice in places, but the gameplay is so mediocre that not even a rampant Halle Berry fan would be satisfied with it. EA have reared a shamefully tame movie interpretation here. Make no mistake – this is one lame kitty that's so far beyond help it's crying out to be put to sleep. Permanently. **Nathan Irvine**

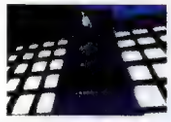
■ Catwoman's *smelling fishy from August 6th.*



BATTLE DO: Fighting sequences are few and far between... and shit.

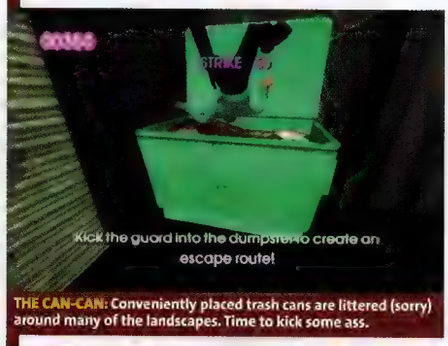




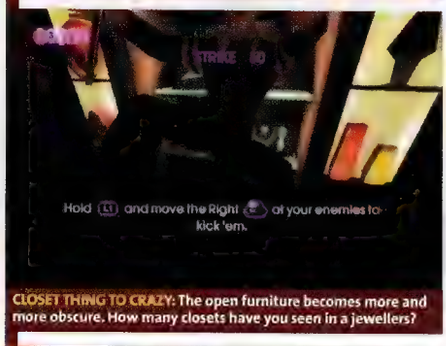


BOX-ING AND CHUTE-ING

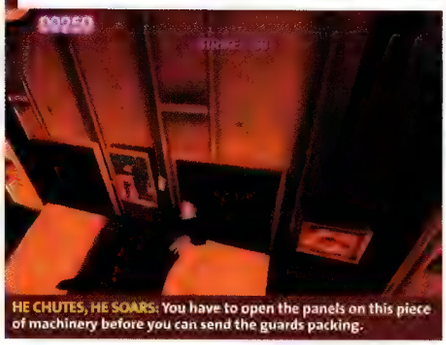
If launching people into open compartments is your thing, you won't be disappointed with the game. Throughout *Catwoman* you'll notice 'strategically placed' open trash cans or laundry chutes that the PVC-clad vixen can kick enemies into. It's just so horribly contrived seeing bad guys voluntarily jump into open furniture when you hit them numerous times. Crap-ola.



THE CAN-CAN: Conveniently placed trash cans are littered (sorry) around many of the landscapes. Time to kick some ass.



CLOSET THING TO CRAZY: The open furniture becomes more and more obscure. How many closets have you seen in a jewellers?



HE CHUTES, HE SOARS: You have to open the panels on this piece of machinery before you can send the guards packing.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The first level is relatively enjoyable... – ...But from then on it's like pulling teeth.	+ 'Light rimming' makes characters stand out. – No depth of perception due to idiotic camera.	+ Erm... the whip sounds cracking (er... sorry). – All the scripted lines sound constipated.

LIFESPAN
Play the first level, then take it back to the shop, safe in the knowledge the rest of the game takes a turn for the worse.
MINUTES

IT'S BETTER THAN...
THE SCORPION KING

IT'S WORSE THAN...
SPIDER-MAN 2

Terrible. An absolute waste of a movie license. No gratuitous clawing action, no atmosphere, no point. This is a blatant franchise-milking for the punter's money.

3.0

INFOSTRIP

DETAILS

Developer: Battleborne Entertainment
Publisher: Acclaim
Players: 1-2
Memory Save: 169Kb
Widescreen: No
50-60Hz: No
Surround Sound: No

DOT.COM

www.combatelitegame.com
The official site for the game containing great artwork. The best part of the site is the trailer which includes original footage of paratroopers during the D-Day landings.

GAMEFAX

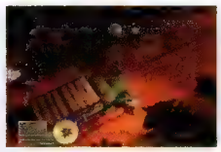
TRIVBURST

- Take part in co-operative two-player games to rid Europe of the Nazis.
- Battle experience earns you promotions in rank and the ability to upgrade your soldiering skills.

FOURTH OF JULY: A well-thrown grenade is a thing of true beauty. But not for these Germans.

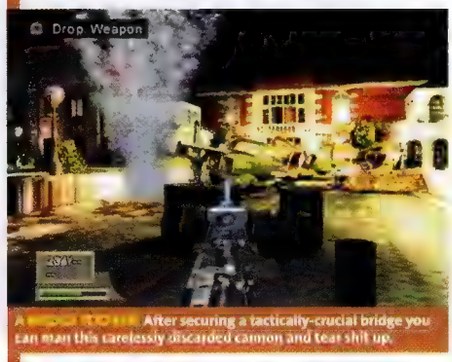
THE MONEY SHOT

You throw a grenade and a cheeky German pops up and lobs one at you. This results in a unintentionally hilarious situation where you both run like hell from your cover and meet in no mans land to settle things the old-fashioned way: with fisticuffs.



PLACE OF POWER

The only time you're offered some variety from all the running and shooting on foot is when you come across a heavy machine gun emplacement or bazooka. Press ◎ and you'll enter a first person perspective mode to man the fixed position weapon and lay waste to as many advancing foes as you dare before you kill them all, or they overrun your position.



A MOMENT TO LIE: After securing a tactically-crucial bridge you can man this carelessly discarded cannon and tear shit up.

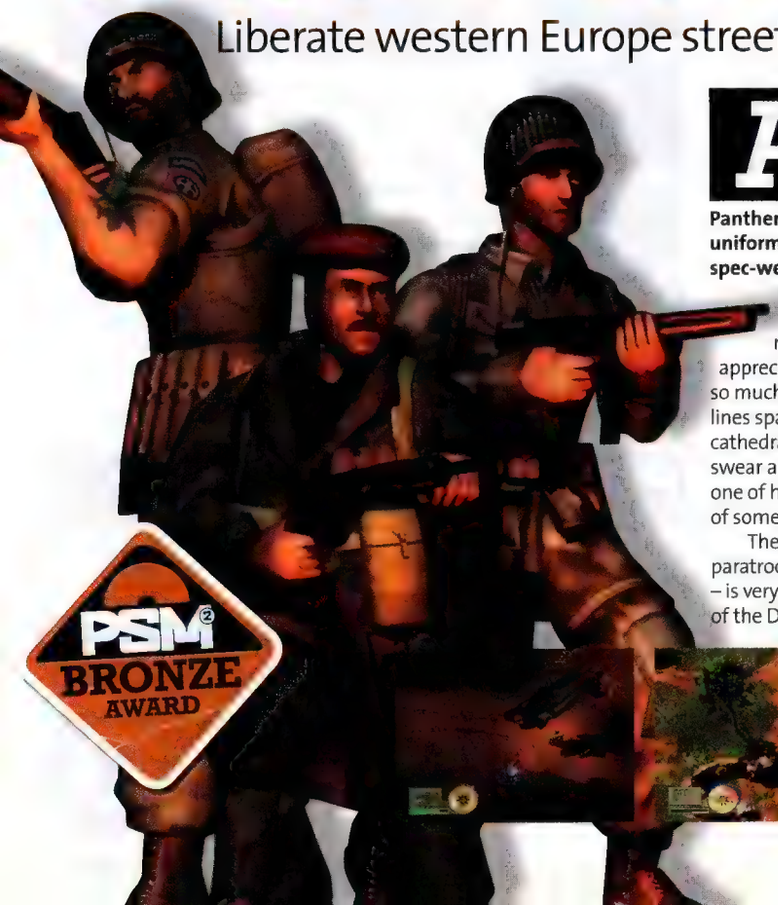
Nazis crumple like big babies.

The Enfield scoped rifle lets you get close.

"LOOKS UNCANNILY LIKE A 1/35 SCALE DIORAMA COME TO LIFE"

COMBAT ELITE
WW2 PARATROOPERS

Liberate western Europe street by street until Berlin trembles at your feet.



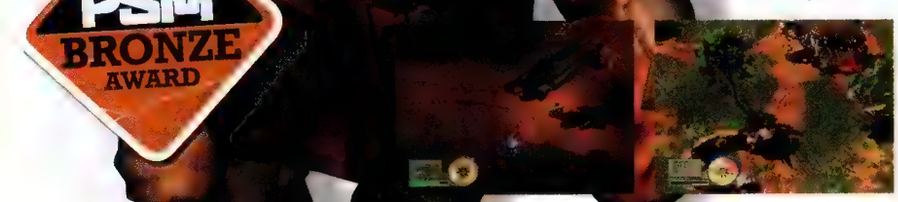
PSM2 BRONZE AWARD

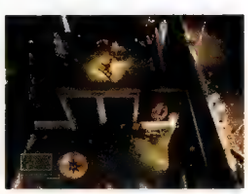
Ah, the intoxicating smell of plastic glue and enamel paints. The hours spent painstakingly piecing together the tiniest details of second world war Panther tanks and decorating 1/35 scale men in uniform. Those were the days. If you were a spec-wearing, pizza-faced social outcast, that is.

But, if – like us – you can admit to a certain fondness for miniature World War Two models and dioramas you'll immediately appreciate the visual style of *Combat Elite*. There's so much tiny detail on screen – like downed power lines sparking on cobbled streets, and once-proud cathedrals reduced to burnt out shells – that you'd swear a model-making war historian has brought one of his battlefield dioramas to life with the help of some magical ooze.

The release of *Combat Elite* – where you're a paratrooper dropped behind enemy lines on D-day – is very timely, since 2004 is the 60th anniversary of the D-day landings, where the allies finally turned the tide of the German advance. You must hamper German defences in a wide variety of missions, from rescuing downed glider pilots, to capturing German-held bridges and command headquarters. But this is no brainless bullet-fest where you charge forth with a blood curdling war-cry and mow down entire legions of Germans who stand there and take it limply. Oh no, you must use every aspect of the scenery to your advantage to hide from those who outgun you and sneak up on those who have their careless Aryan backs turned. And – just like real war – it's unfair as hell at times. You'll come under fire from unseen enemies and before you can dive for cover your bullet-riddled

DEADLY NIGHTSHADE: The docklands are crawling with special forces troops.





PUBTALK

The smart arse thing to say down the boozer.

"The ration pack for American D-Day paratroopers included chewing gum, instant coffee, Hershey bars, Charms candy and one package pipe tobacco."

TOP 5 GERMAN VEHICLES

- Panther tank
- Tiger I tank
- Schwimmwagon
- BMW R/75 motorcycle
- VW Combi

GAMEPIE

50% Creeping foward under a hail of artillery.

40% Hunkering down behind cover, waiting for your chance to return fire.

10% Cautiously lining up a shot and then taking it.

THE BIG EASY: As they retreated, the Germans rigged this bridge to blow, and it's your job to defuse the bombs.

PEEK-A-BOO: A quick trigger finger and steely nerves are needed to clear this command centre.

PINNED DOWN: One well-placed grenade should sort out this entrenched gunner.

TANKS FOR NOTHING

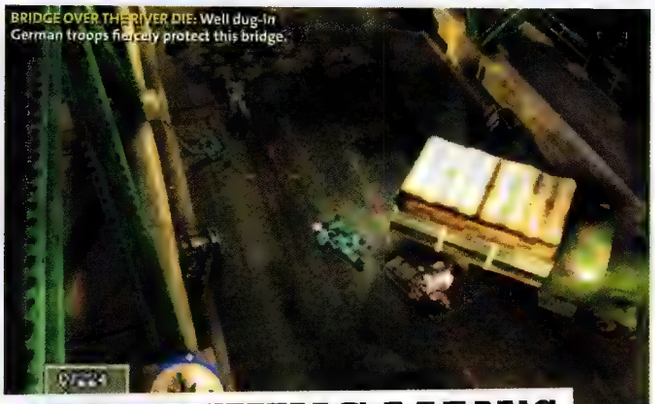
If you know your German Sud Kampffahrzeugs from your Schwimmwagons you'll relish the beautifully recreated machines of war in *Combat Elite*. We got quite excited at the prospect of jumping into some chunky second world war tanks and rolling over entire units of the terrified enemy. Unfortunately you can't. The vehicles are just there as props – they don't even move, which is a huge shame as they look so bloody sexy.

TANK TALK: The anorak-wearers of the world would know that this is a Sherman tank and a Stuart tank. And so do we.

EXTRAS! EXTRAS! EXTRAS!

Cover me, comrade!

- The two player co-operative mode adds another tactical level to the game. You can become extremely proficient at covering each other as you inch across enemy territory. Just try not to grenade each other too much – it tends to strain gaming friendships.



BRIDGE OVER THE RIVER DIE: Well dug-in German troops fiercely protect this bridge.

"A THINKING MAN'S WW2 SHOOTER WITH TONS OF ATMOSPHERE"

corpse collapses in a bloody heap. But, after a fair amount of painful trial and error you'll learn where not to linger.

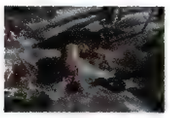
The realistic depiction of the street-by-street and room-by-room fighting the allies had to endure to clear occupied villages really gives you an appreciation for close battle tactics. You'll soon learn to wait for your comrades to assume covering positions before advancing across hostile ground. And you'll need to take advantage of every battle tactic you can because *Combat Elite* is one *rock hard* game. This difficulty is compounded by the fact that you can only save your game after the completion of a mission. This means high frustration levels as you struggle to capture the same piece of ground, grenade the same gun emplacement and clamber over the same demolished rubble again and again until you do it perfectly. In fact, even on easy level you'll encounter missions that'll stop you dead in your tracks – requiring upwards of 30 attempts to learn the *exact* technique to succeed.

The 360° rotating camera system at the heart of *Combat Elite* (and it's technical predecessor *Baldur's Gate*) is both brilliant and frustrating. At first you'll complain at having to crawl slowly through hostile territory, constantly tweaking the camera to peak into every crevice that a Nazi could spring from. But this system shines inside buildings, where it allows you to (however unrealistically) check out the position of troops inside a room before you barge in. However, in chaotic situations where troops attack from all sides it will seal your fate – being unable to show all angles at the same time.

Combat Elite's 'sneak-around' and 'run-between-cover' thinking man's action gameplay produces a tense and exciting experience. Some of the best moments are when you're struggling to liberate a village street by street, with snipers taking pot-shots at you from rooftops while artillery reigns all around, blowing huge chunks of concrete from the crumbling buildings. However, being forced to replay the same bastard hard mission 50 times because you're getting killed by the same unseen assailant will try your patience. Still, success brings a healthy dose of relief and satisfaction at having done your part to free Europe from the yoke of Nazi oppression. World War Two nuts will love it. Others may find it less appealing. But one thing's for sure: it's a lot more fun than spending all weekend painting the eyeballs on a 4cm tall plastic soldier. **Jorin Sievers**

■ Combat Elite: WW2 Paratroopers *is out now.*

UPSTAIRS, DOWNSTAIRS: This triple-floored level is one of the toughest in the game.



PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tense, tactical and often very rewarding shooting. – The tougher missions will sap your will to live.	+ Unique perspective for a wargame. Tons of detail. – The camera can be a right pain in the arse.	+ Distinctive WW2 weapons loud artillery. – Could use a bit more background music.

LIFESPAN

Dozens of difficult missions with a hard mode that's only for masochists. A great two-player co-op mode also adds variety.

MINUTES — YEARS

IT'S BETTER THAN...

BALDUR'S GATE

IT'S WORSE THAN...

COMMANDOS 2

A thinking man's WW2 shooter with tons of atmosphere and tension. But it's hard as nails and some may find the camera system too fiddly in the heat of battle.

7/7

INFOSTRIP

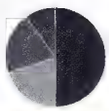
DETAILS

Developer: Micro Cabin
Publisher: Koei
Players: 1
Memory Save: 148kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK

The smart arse thing to say down the boozer.
"The Yamato and her sister ship Musashi were the biggest battleships ever built, weighing 65,000 tons and armed with 460mm main guns."

GAMEPIE



50% Full Speed Ahead!
20% Camera twiddling
20% Getting lost at sea
10% Drowning, not waving

GAMEFAX

TRIVBURST

- Upgrade and outfit your ships for what each mission requires of you.
- Change the formation of your escort vessels.
- Become a salty sea dog at home on the open brine.

THE MONEY SHOT
Choosing the right formation for the job and obliterating an attacking squadron. Lovely stuff.
PLANE SAILING: Once you get carriers and planes the game gets more interesting.

PERFECT GREY: *Naval Ops* is an unremittingly grey game, as you might be able to tell.

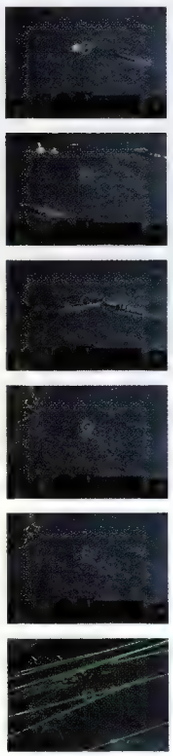
WAVE GOODBYE: A boat being shot at by off-screen foes. Best skedaddle, eh?

WATER WAY TO GO: Successfully marshalling your forces and using your escorts well is the key to victory.

"SEA SHANTIES! FLAGGONS OF RUM! FLAMING DEATH!"

NAVAL OPS: COMMANDER

A bracing life afloat on the ocean waves. Not as much fun as you might think, sadly.



It's hard to think of a less sexy lead character for a game than a *boat*. Think about it: Spider-Man – does everything a spider can (except eat his girlfriend after a bit of the ol' hide-the-sausage, presumably). Optimus Prime – honking great robot that can turn into a truck. Jean Reno – just damn *cool*. Hugo – shitheel. Er, forget that last one. The point is, it's hard to empathise with thousands of tons of waterborne metal – especially when, in order to play *Naval Ops: Commander* with any degree of success, you'll be using a camera view that relegates your massive, stately battleship to the status of tiny on-screen stickleback.

Nonetheless, should your interests run to watery warfare, there's a lot to love in *Naval Ops: Commander*. It's not half as complicated as you might think, either. Indeed, at heart its a fairly simple action game, deepened with a little strategy in the shape of formation tinkering (as you're invariably flanked by escort ships), equipment-outfitting and differing weaponry for differing situations.

The opening tutorial is pretty much essential, but sets out the basics admirably. Control is simple, with the D-pad controlling speed and L1 and R1 taking care of turning. Firing can be flipped to either automatic or manual, and knowing what weapon to use against what enemy (you can only destroy submarines with depth charges, for instance) is paramount.

Initially, the game is all about small skirmishes and simple objectives, allowing you to fart around with formations and get a handle on simple tactics. And while the game is perhaps a little too arcadey to promote considered strategy on the water – engage an enemy and you'll be too busy switching formation and hammering the fire button – this is far from brainless stuff, especially when subtleties such as aircraft carriers and their payloads become necessary.

Play for any length of time, though, and the 'strategy phase' becomes ever more important. Basically this is your pre-battle preparation; where you get to fiddle your ships, upgrade them and so on. With over 1000 parts to open up and twiddle with there's enormous scope for customising both your boats and your style of play, and this provides the lion's share of the game's depth.

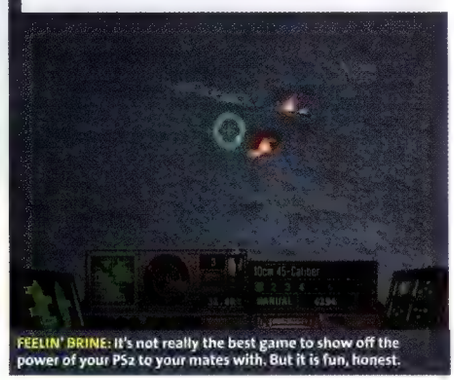
KISS ME, HARDY: You'll feel just like Wellington. Sort of.

Naval warfare obviously isn't going – pun intended – to float everyone's boat , but behind the dreary grey exterior lies a game that's surprisingly fun. It's just hard for us flaky ol' land lubbers to shake the feeling that we'd still rather be swinging through New York. **Jes Bickham**

■ Naval Ops *is breathing in the ocean air now.*

SEE ME AT SEA

You can zoom right in to the action in *Naval Ops: Commander*, but even though this gives you a nice view of your boats, it's utterly impractical. Instead – because water is largely featureless and it's easy to get lost, and you also need to see the action – you'll be pulling the camera out, giving you the impression that the game is all about lines on a blue-grey screen. Sexy, eh?


FEELIN' BRINE: It's not really the best game to show off the power of your PS2 to your mates with. But it is fun, honest.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Action and strategy in sweet harmony. – It can get samey and tedious after a while.	+ The sea's quite pretty in a grey and wet way. – Teeny tiny ships getting lost at sea.	+ All the noise you'd expect of a watery war... – ...which is all a bit unexciting really.

LIFESPAN

If you're able to stick with the game, the 100-odd missions will reward you handsomely with a sprawling game.

MINUTES

IT'S BETTER THAN...
NAVAL OPS: WAR GUNNER

IT'S WORSE THAN...
BATTLESHIPS

An effective mix of naval action with a snifter of strategy, but it's rarely exciting, often samey, and, we predict, won't live in your disc tray for very long.

68

WORLD EXCLUSIVE!

GOLDENEYE

What would happen if Bond turned bad?
The full story, only in PlayStation®2 OFFICIAL magazine-UK

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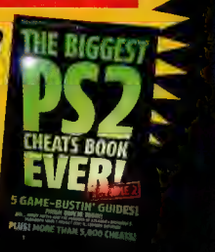

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***OPS2* is NOT just another games magazine!**

PlayStation®2 OFFICIAL magazine-UK

ISSUE 49 ON SALE 15 JULY

Available at WHSmith and all other good newsagents

INFOSTRIP

DETAILS

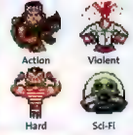
Developer: Midway
Publisher: Midway
Players: 1
Memory Save: 603kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

"THE ALL-SEEING HERO OF PSI OPS HAS THE SKILLS THAT WE CAN ONLY DREAM OF"

PSM2#49

GAMEFAX



TRIVBURST

- Eight weapons to maim the enemy with.
- Five psychic powers, which are reawakened throughout the game.
- Overcome situations in multiple ways.

PUBTALK

The smart arse thing to say down the boozer.

"Sony research in the late 80s concluded that mind control was possible, but too expensive to implement in home electronics devices"

TOP 5 PSYCHICS

- Gypsy Mandoline
- Madame Gwendoline
- Lady Rosa-Lee
- Jeanne Dixon
- Uri Geller

GAMEPIE

50% Throwing people through the air
10% Kicking wooden objects into splinters
20% Crying at hard bosses
20% Causing enemies to commit suicide

BALLER'S FATE: TK-ing the scenery can create makeshift weapons.

FLAMING HELL: Explosions are visually impressive and they cause huge damage.

PSM2 GAME OF THE MONTH

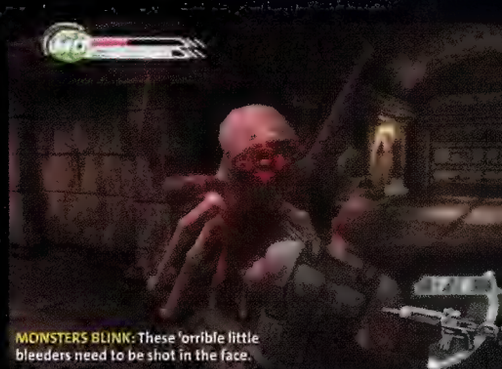
PSM2 SILVER AWARD

"THE MIND IS A TERRIBLE THING TO TASTE"

PSI-OPS:

THE MINDGATE CONSPIRACY

Nick Scryer doesn't just want to control your mind. He wants to make it explode.

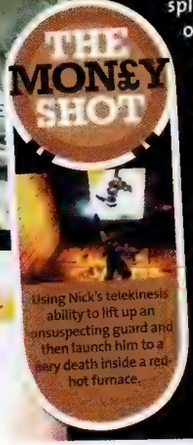


MONSTERS BLINK: These 'orrible little bleeders need to be shot in the face.

Picture this. You're pinned down behind a stack of boxes by relentless gunfire. To make matters worse you're down to your last round of ammo and inch of health bar. You've got three choices: (a) cower and prey the bad men will go away, (b) risk certain death by charging in gung-ho style, or (c) spring up, use your Pyrokinesis to torch the wooden boxes, then use your Telekinesis to lob the burning crates at the enemies to set them alight. Yep, as you nonchlantly strut past the splintered remains, you'll know that, option (c) is the most satisfying and unique way to overcome your adversaries. Welcome to *Psi Ops* – proof that if good games rely on rules, the *best* games dare you to break them.

With a glut of psychic power action games about to hit our PS2s in the near future (see *Second Sight* on page 36), *Psi-Ops* is the first to break the finishing tape – emphasising violent excess and emergent gameplay over wry storytelling and relatively linear level design. And trust us when we say it's setting one hell of a benchmark. In a nutshell, *Psi-Ops* sees you taking control of a guy named Nick Scryer, who was taken prisoner by the conniving scumbags of 'The Movement'. Nick was in the process of being brainwashed to become one of their Super Psi-Soldiers (try saying that three times fast) until he was set free by a mysterious blonde female – but is she friend or foe? So, the plot revolves around Nick absconding from his confinement and punishing the uber-evil-doers that put him there.

One surprise is that there are only eight weapons – a far cry from the 20 or so guns in your average PS2 action game. But don't be phased by



THE MONEY SHOT

Using Nick's telekinesis ability to lift up an unsuspecting guard and then launch him to a very death inside a red-hot furnace.

OT CHICK: You're in for a whole world of painful burns with this boss lady.

"SURFING A METAL SLAB WITH TELEKINESIS IS REASON ALONE TO BUY IT"

A BROKEN MAN: The guards are relentless. They'll even kick you while you're down. Scumbags.

EXTRAS! EXTRAS! EXTRAS!

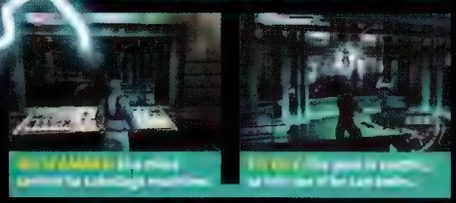
Gnome, sweet gnome

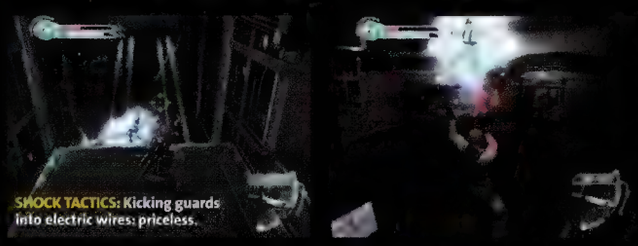
- There are numerous Evil Gnome objects littered around the game. Should you manage to find one you'll be rewarded with a selection of bonus missions that can be accessed in the Special Features menu.

SKILL ZONE

Enemies that enter Nick's radius of danger will experience the kind of torturous deaths which are usually reserved for unbearable nightmares. With the use of Telekinesis (L1), Pyrokinesis (R1), and Remote Viewing (← D-Pad), Nick can literally throw a guy against a wall (TK), burn him as he lands (PK) before adopting his undetectable ghost form (RV) to measure up his next victim. Now that's entertainment.

AURA INCREDIBLE CUT: The aura technique is useful for finding objects and monsters that aren't visible to the naked eye.





SHOCK TACTICS: Kicking guards into electric wires: priceless.

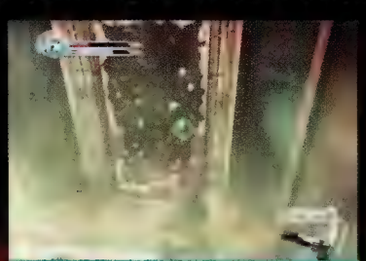
BOX 'O FUN: Surfing on boxes can cut seconds off your walking time.

► that, because *Psi-Ops*' traditional firepower is only there to complement the main man's brutal Psi powers. In fact, using R1 to fire a gun will practically become redundant once you've revived all your Psi abilities. However you'll need to use your skills wisely, because your Psi level decreases (indicated by a blue gauge at the top left of the screen) with each burst you let loose, but fortunately there are Psi Rejuvenators littered around the place to replenish it. *Psi-Ops* doesn't gift wrap all its psychic abilities and then present them to you on a levitating silver platter. Oh no, you'll have to work for your extrasensory pleasures. You see, each of Nick's special Psi abilities are lying dormant in his amnesiac state (remember, he's been brainwashed) and as you progress through the game you'll slowly reawaken Nick's psychic abilities as his memory recovers. When you reacquire each talent, you feel a bona fide sense of achievement. The first time you jab the L1 button to use Telekinesis and dangle someone over a 200 foot drop, your imagination runs riot. Look! I'm dangling him over hot oil! I'm throwing him into a furnace! I'm tearing him apart limb-by lim... ah, maybe not. Lock your target (when the yellow area turns red), then hit L1 to make your victim rise from the ground. The harder you press the button, the higher he'll go. Once in the air, you'll be "Mwhaha-ing" like a sadistic psychopath as you batter him against every wall in sight, and then squirm uncomfortably as the concrete is painted by the litres of claret from the unkindly impacts. Throw in the extreme ragdoll physics and the

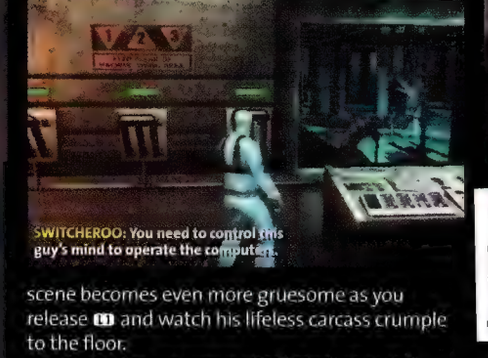
"PREPARE YOURSELF FOR SOME EXTREMELY GRATIFYING GAMEPLAY"

COME AND HAVOC GO

It has been a long time since PSM2 saw graphics and game physics that gripped us by the neck and forced us to visually inhale them, the way that *Psi-Ops* does. With the help of the Havoc engine, *Psi-Ops* has set the graphical benchmark incredibly high for any developers hoping to clone it.



GLASSGO: Shattering [illegible] will result in [illegible] falling to the ground like glassy projectiles.



SWITCHEROO: You need to control this guy's mind to operate the computer.

scene becomes even more gruesome as you release L1 and watch his lifeless carcass crumple to the floor.

Around every corner of *Psi-Ops*' industrial landscaped levels you'll be faced with problems designed to encourage you to use your different Psi skills to maximum effect. For example, there's a room filled with ammo, which looks safe, but when you step inside a glass door slams shut behind you and noxious gas seeps in. As you peer through the glass, you'll see a guard looking very smug at your unfortunate disposition, but hitting L1 and moving the right analogue stick to the correct position will twat him against the glass and smash the door open, thus enabling you to escape *and* kill the guard in the process. Sweet.

Playing through *Psi-Ops* doesn't really test your metal. In fact you could literally play certain levels with only the use of the weaponry, but the sheer number of imaginative ways you can dispose of the cannon-fodder will have you coming back to execute even more harrowing methods. Like pressing ↑ on the D-pad to use your mind control powers to possess an oblivious guard, and then make him leap like a lemming to his plummeting peril. Alternatively you could uproot a statue with your TK and then toss it at an opponent. Anything that you would deem possible with Psi powers can become reality with *Psi-Ops*.

For all the excellence and originality that *Psi-Ops* delivers, it also has unfortunate glitches that rupture the fluidity of the animation. For example the collision detection is frustrating, especially on elements where you want to jump or climb over something. You may be able to clear railing in a single bound one minute, but the next you'll be struggling to get over it, which is particularly annoying and inconsistent. But, look past these impurities, and you'll find a deliciously complete PS2 game. Try as you might to 'cheat' – say, surfing directly over trouble to the checkpoint – the game remains challenging. From the high tempo firefights, to skulking around using the ghostly RV mode to spy on enemies undetected, *Psi-Ops* unfurls cutting-edge gimmicks time and time again. Being able to surf a metal slab with your Telekinesis is reason alone to spend £40 on one of most original action titles on PS2. Midway has delivered psychic splendour with great effect. Like a master hypnotist, *Psi-Ops* commands your attention and won't let go. **Nathan Irvine**

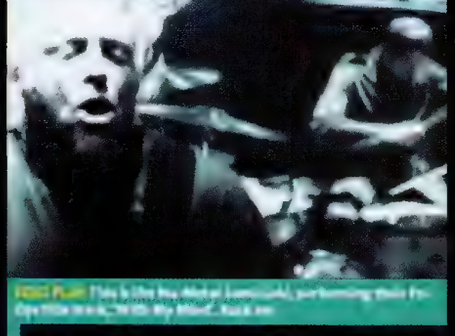
■ *Psi-Ops: The Mindgate Conspiracy will be controlling minds from September 17.*

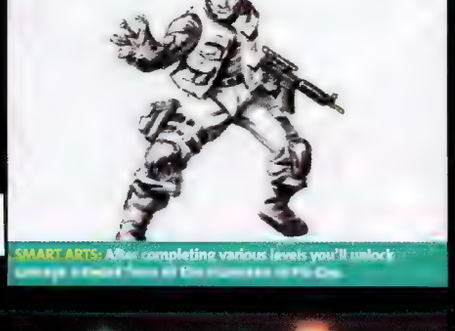
"UNFURLS CUTTING-EDGE GIMMICKS TIME AND TIME AGAIN"

SWORD NICE TO MEET YOU: These statue bosses are rock hard. Sorry.

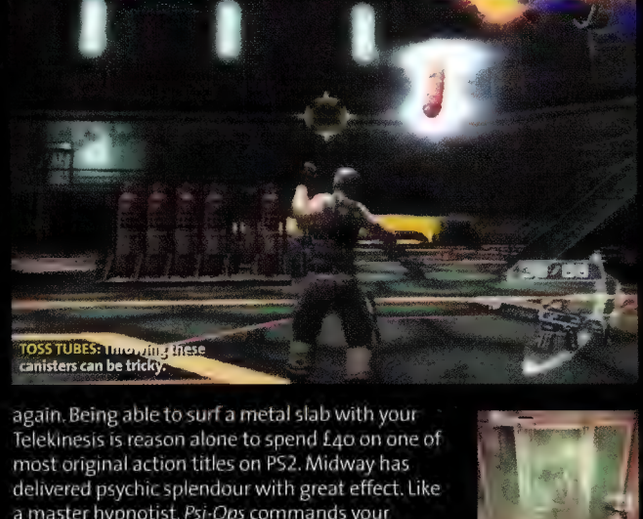
MORE THAN MEETS THE PSI

Psi-Ops is chock-full of extra features. From the main menu you'll find extra bonus missions (see Gnome, Sweet, Gnome) and a developers insight video. Oh, and for all you rockers out there, there's a music video from a band called Cold performing their *Psi-Ops* title track, 'With My Mind'.

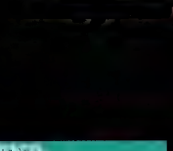




SMART ARTS: After completing various levels you'll unlock



TOSS TUBES: Throwing these canisters can be tricky.



PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A unique experience which keeps on giving. – Some situations are mind-drainingly difficult.	+ Ragdoll physics have never looked so good. – Some glitches appear when climbing objects.	+ Very cool yelps as you dispose of enemies... – ...which are also undeniably distressing.

LIFESPAN

Psi-Ops offers plenty of open-ended ways for you to overcome tricky situations. You'll be mind-melting enemies for months.

MINUTES — YEARS

IT'S BETTER THAN...
PANDORA TOMORROW

IT'S WORSE THAN...
METAL GEAR SOLID 2

Even without Psi abilities, this would be a logical purchase for most gamers. But throw in Nick's powers and *Psi-Ops* has taken PS2 action games somewhere new.

86

INFOSTRIP

DETAILS
Developer: Koei
Publisher: EA
Players: 1-2
Memory Save: 231kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

TOP 5 SAMURAI DISHES
- Miso (Fermented Rice)
- Misoshiro (Bean Paste Soup)
- Hasu (Boiled Lotus Root)
- Genmai (Unhusked Brown Rice)
- Abura Age (Fried Bean Curd)

GAMEFAX
Action | Strategy | War | Hard

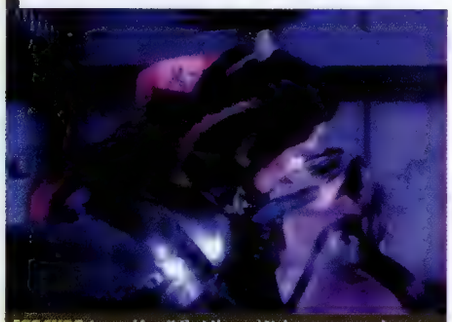
TRIVBURST
- Multiple characters to play as, all based on real historical figures.
- Navigate enemy castles laden with traps.
- Strategic gameplay to supplement the slashery.

SEEN AND NOT HEARD: Oichi is one of the nimblest characters, but she's also hideously unlikeable.

PSM2 SILVER AWARD

LIGHTS, CAMERA, TRACTION

As is becoming a habit with Koei, the FMV in *Samurai Warriors* is absolutely brilliant. Highlights include Nobunaga copping off with some Geisha hussy and a massive army of soldiers mobilizing to cause chaos somewhere. When it comes to pomp and presence, no one does it better than Koei. It's just a shame that the dialogue seems to have been written by a madman.

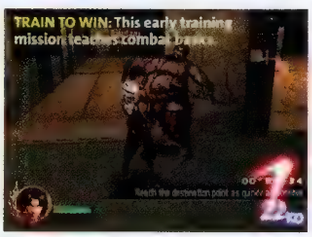

EGG SNOG: Legend has it that the real Nobunaga was a demon, and it was for this reason that Mitsuhide Akechi had him killed.

GIRL TALK: Everyone was attractive in feudal Japan.

HAVING A LAUGH: Oichi is a complete pain in the cheeks.

"ONE GREAT WARRIOR CAN CHANGE THE COURSE OF THE MOST HOPELESS BATTLE"

SAMURAI WARRIORS


TRAIN TO WIN: This early training mission teaches combat basics.

FLASH GORDON: This is the game's token showboat.

Fuelled by hatred, a lone warrior takes to the war-torn fields of feudal Japan. This is personal.

"A man exists for a generation, but his name lasts till the end of time" goes the Hagakure, the ancient book of the samurai – and Tsunetomo had a point. Koei's latest foray into the world of historical combat features figureheads from over 500 years of Japanese history. It's a startling transition: infamous warrior to polygonal puppet in a matter of decades – but we love it. While the British were poncing around in frilly shirts and twanging lutes, the Japanese were exemplifying style with their inimitable culture of honour, humility and frankly excellent dress sense.

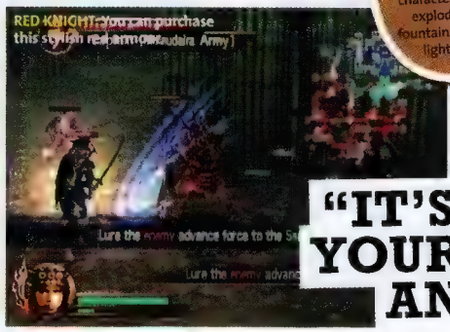
In light of this, Koei have taken the much lauded *Dynasty Warriors* series to feudal Japan, ditching the ancient Chinese setting they've been employing for the best part of the last ten years – and to be honest, it's all the better for it.

THE MONEY SHOT

Pulling off a Musou attack. Time slows down and your character's weapon explodes into a fountain of dazzling light power.

On the surface *Samurai Warriors* is conspicuously simplistic, but further examination reveals a game that's trying feverishly to subvert the conventions of its mindless brethren. There's a fairly complex strategy system in place that affects battles in a number of ways – for example, what starts off as a simple assassination mission might escalate into something a lot more complicated as the battle rages on. Objectives change (or vanish altogether) and people who once fought alongside you change sides, leaving you and your men vulnerable to a crushing pincer attack. This ever-changing game structure makes the battlefield feel organic and unpredictable, subsequently making it feel like there's an actual *war* going on around you with all its ebbs and flows.

But in saying that, the hack-'n-slash combat


RED KNIGHT: You can purchase this stylish red armour.

"IT'S LIKE PLUGGING YOUR EYEBALLS INTO AN ORB CONCERT"

DOT.COM

http://www.koei.com/samuraiwarriors/
Has detailed biographies of every character (even the secret ones), and there's a discussion forum that's packed with Koei fanboys.

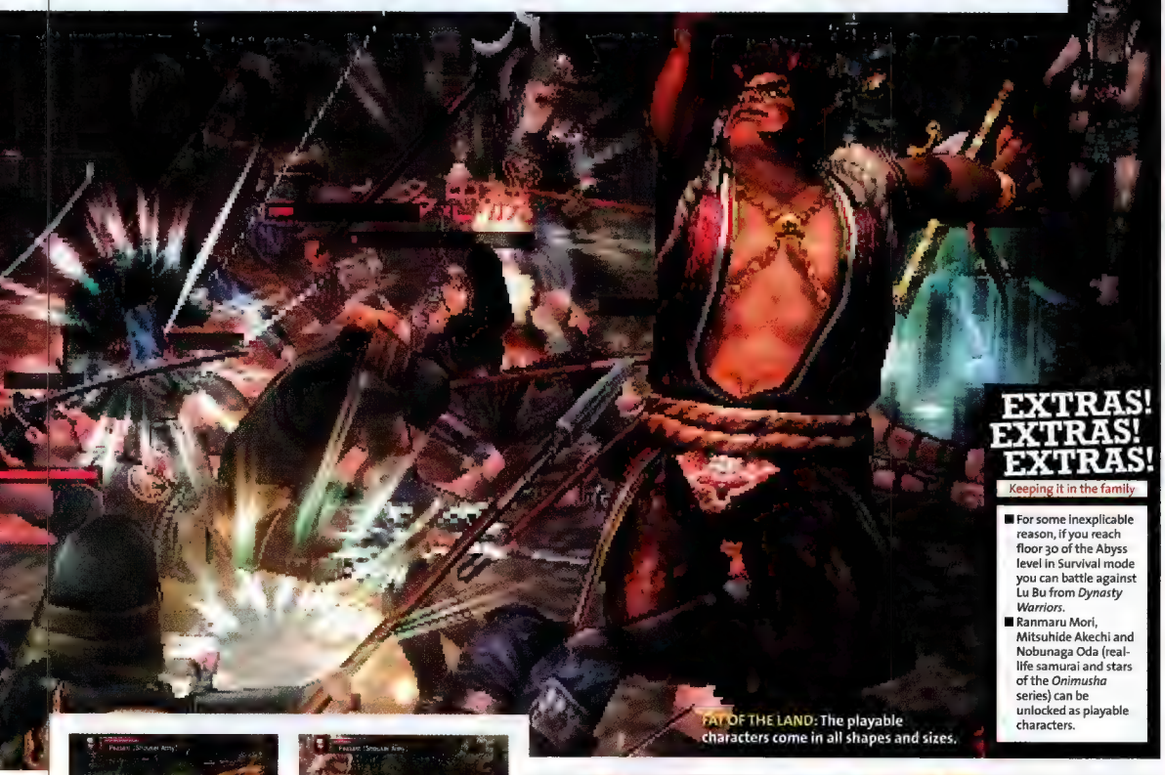
GAMEDIGIT

250

The average number of enemy soldiers you'll kill in any given mission. But, you could go mental and kill everyone on the map, racking the counter up to 800 or 900.

GAMEPIE

50% Ditching honour in favour of mass bloodshed.
40% Appearing much better than you actually are.
10% Struggling with Japanese names.

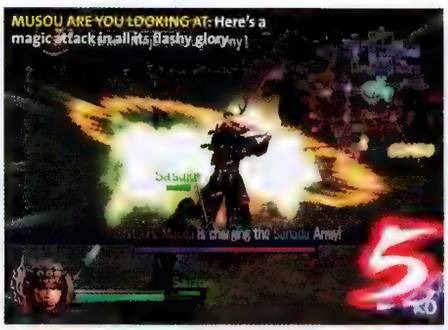


FAT OF THE LAND: The playable characters come in all shapes and sizes.

EXTRAS! EXTRAS! EXTRAS!

Keeping it in the family

- For some inexplicable reason, if you reach floor 30 of the Abyss level in Survival mode you can battle against Lu Bu from *Dynasty Warriors*.
- Ranmaru Mori, Mitsuhide Akechi and Nobunaga Oda (real-life samurai and stars of the *Onimusha* series) can be unlocked as playable characters.



MUSOU ARE YOU LOOKING AT: Here's a magic attack in all its flashy glory.

SIEGE KNIGHT: A samurai warrior is never outnumbered.

"THE DOWNPOUR OF FLAILING CORPSES IS A SIGHT TO BEHOLD"

system can feel irredeemably mechanical at times. It's brainless in every sense of the word, but it still manages to entertain thanks mainly to the eye-lapping Musou moves. Like *Dynasty Warriors*, filling up your Musou gauge (by killing multiple enemies) gives you the ability to set free a powerful magic attack by tapping ◎. For the duration of the attack, time slows down and a barrage of stroboscopic light is discharged in a flickering burst of illumination. When the spell ends, time is restored and the resulting downpour of flailing corpses is a sight to behold. The carnage is so vividly rendered that it's like plugging your eyeballs into an Orb concert.

The game's strongest point, however, is it's immense size. The main story mode makes up the bulk of the package, but there's a raft of entertaining diversions to tool around with – the most intriguing of which has to be the General mode. Here, you can create and train your very own budding samurai warrior, and when he or she reaches their physical peak you can use them in other game modes to battle against Japan's toughest generals. This doesn't mean you can't level up story mode characters, though – the Character Growth system increases strength, defence and a multitude of skills after each successful battle – but this is largely autonomous, save for a choice of magic attacks that can be bought with experience points accumulated after each win. Further game modes include Survival, Challenge (*TimeSplitters 2*-style timed skill tests) and the obligatory Free Battle (an objective-free skirmish, basically).

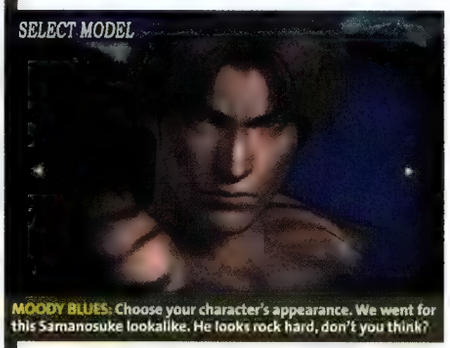
So is *Samurai Warriors* worth buying? Well, if you can stomach Koei's rampant and complete dedication to historical accuracy and you liked *Dynasty Warriors*, then yes, this is worth 7000 yen (sorry, 40 quid). The environments may be uninspiring and repetition soon sets in, but its grandiose combat and genuine setting make for a hugely satisfying game. The novelty soon wears off, but until that time you'll be befuddled with joy as hundreds of enemy soldiers fall at your exquisitely decorated feet. **Andrew Kelly**

■ **Samurai Warriors** *is laying waste to its foes now.*

BASKET CASE: These peasants help your army in some levels.

I'VE CREATED A MONSTER

The rigors of samurai training can be experienced in General mode. Take your created warrior (we've made Samanosuke from *Onimusha* here) and engage in a series of rock hard training missions. When your man is trained up, you can have him face off against the game's toughest characters. There's a great sense of pride when your created slicer takes down Nobunaga.



MOODY BLUES: Choose your character's appearance. We went for this Samanosuke lookalike. He looks rock hard, don't you think?

KRISHAN GURU MURPHY: Your mentor teaches you the way of the samurai, and challenges you over the course of a month.

CHOO CHOO TRAIN: The challenges come thick and fast, but when it's over, you'll be a proper samurai warrior.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Huge battles with a strategic undercurrent. – But the action quickly becomes repetitive.	+ Hundreds of characters on screen at once. – Grey, environments? No thanks.	+ Option to switch to the Japanese voice track... – ...which is good, because the English one's corny.

LIFESPAN

Tons of game modes, loads of characters, well over 200 missions and a fairly lengthy create-a-general quest will keep you up late.

MINUTES — YEARS

IT'S BETTER THAN...
DYNASTY WARRIORS 3

IT'S WORSE THAN...
DYNASTY WARRIORS 4

Both homicidal warriors and shrewd tacticians will find their niche here, but the arcane visuals and tiresome gameplay ultimately let it down.

81

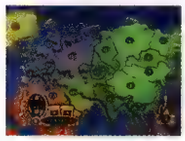
INFOSTRIP

DETAILS

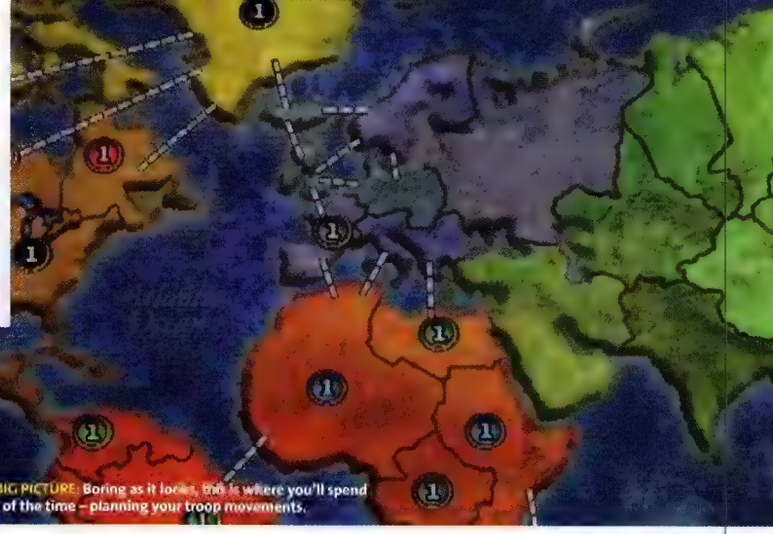
Developer: Cyberlore Studios
Publisher: Atari
Players: 1-6 online
Memory Save: 116kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Strategy | Board Game | Official License | Network Play



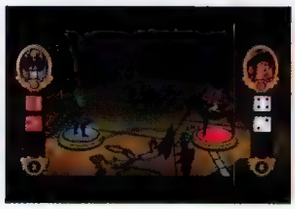
ROLL THE DICE: Animated battles display the outcome of skirmishes.



THE BIG PICTURE: Boring as it looks, this is where you'll spend most of the time – planning your troop movements.

"THE DICE ROLL DECIDES YOUR FATE"

RISK



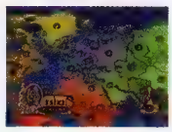
The entire world is yours for the taking. Just remember one thing: trust nobody.

In the history of the world empires rise and fall. But never have the fortunes of battle fluctuated as wildly as they do in the game of *Risk*. One moment lady luck will smile as your armies roll across entire continents, and the next your territories will be mercilessly invaded, leaving you cowering on the verge of total annihilation.

Now you can enjoy this classic board game on your PS2 for the reasonable(ish) price of £30.

But be warned: this is war gaming strategy in its purest turn-based form. Success or failure all comes down to troop placement and the roll of the (virtual) dice. Thankfully the AI of Computer opponents is impressive – quick to exploit weakness, but smart enough to know when to reinforce their defences. The ten computer opponents have various personalities – from a gentlemanly George Washington-alike, to an effeminate Napoleon-type in a frilly shirt who likes to wail "Can we finish this in time for the puppet show?" during battle. In fact, for a lower-priced game the quality of voice acting is commendable.

Sure, you can pick up the board game for £20,



but it doesn't let you wrestle for control of the globe with up to six people online, like this does. To be honest, you'll already know whether this is your cup of tea or not. You'll have to dedicate half a day for each gruelling bout of epic strategy that is *Risk*. But if you're a fan and can find this in a bargain bin you won't regret the purchase. **Jorin Sievers**

■ *Power-mad gamers will find* Risk *on sale now.*

PSM² VERDICT

A solid version of the all-time classic board game. Megalomaniacs and those who like pure, epic strategic can't go far wrong here.

64

INFOSTRIP

DETAILS

Developer: Data Design
Publisher: Data Design
Players: 1-2
Memory Save: 121kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports | Shit | Stupid | For kiddies

"BIG HEADED B-BALLERS MAKETH NOT A FUN GAME"

KIDZ SPORTS: BASKETBALL

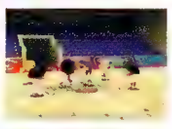
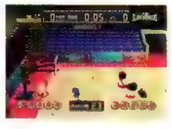
BALLS TO IT: The more you see the kids' faces, the more you want to brain them with a mop.

The thoroughly unlikeable red-headed stepchild of the NBA games.

No one wants to play this. Not even its target demographic. Despite our rampant hatred, we persevered, trying our hardest to like its stupid, mewling face. But no matter how hard we tried, the urge to beat the console to death with hammers was unbearable. Somewhere in our jaded minds we imagined there'd be a fun, quirky game beneath the hideous exterior – but there isn't. It was so painfully awful that when the experience was over we had to immerse our thumbs in a saucepan to boil away the memories.

Its heart's in the right place, but it's so intensely *unlikeable* that you'll be hard-pressed to see past the gurning, toothless 'kidz' and the heinous music accompanying their sordid orb-tossing escapades. The play mechanic (if you can actually call it a 'mechanic') is your standard sports-by-numbers fare. You can jump, you can pass and you can tackle. But whereas in most games, a tap of the pass button tosses the ball to a waiting team mate's hands, in *Kidz Basketball* it hurls itself in completely the wrong direction at completely the wrong speed.

As far as the game's structure is concerned, we have no complaints. But that's the problem, y'see: it's just so *pedestrian*. We could have forgiven the zaniness if there was a playable undercurrent, but as it stands, there's no motivation or drive to go on for more than a few minutes. We feel compelled to say something good about *Kidz Basketball*, but we

really can't. Basically, the whole package is savagely repellent. From the foul-smelling front end to the deplorable sphere flinging, this is pure digital distress from beginning to end. At no point does it redeem itself – it's completely humourless and the premise is detestable and utterly pointless. Go away. **Andrew Kelly**

■ Kidz Basketball *is out now, but don't bother.*

PSM² VERDICT

KIDZ SPORTS

An acutely awful sports sim full of gurgling, cutesy nonsense and gameplay from the mind of Satan. Only simpletons need apply for this sort of punishment.

21

2 FREE GIFTS
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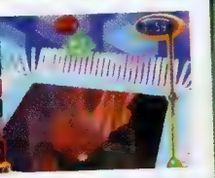
INFOSTRIP DETAILS
Developer: Nana On-Sha
Publisher: Sony
Players: 1
Memory Save: Up to 8Mb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Jap Curio
Sequel
Original
PS2 Exclusive

TRIVBURST
- Free creatures trapped in photographs and can only be freed by making Vibri jump up and down on them repeatedly. The higher you make Vibri bounce with bemani-style timing, the faster each creature will be released. And speed is crucial since levels are set against the clock and get progressively more difficult, with increasing numbers of animals to free. Compulsive collectors will want to collect one of each type of the trapped creatures. But, there are also enemies called Bunchi which hamper Vibri's progress by getting in the way of her trampoline act and causing her to 'devolve' into a lower – and less acrobatically skilled – life forms, the worst of which is a lowly tadpole. Conversely, maintaining a metronome-perfect rhythm causes Vibri to 'evolve' into Super Vibri – a golden rabbit-like creature who soars gracefully through the air.
- Download your own pictures via USB and create an unlimited number of levels



TOAD IN THE HOLE: Vibri, in her devolved frog form, uses PSM2 staffer Andy's head as a springboard.

"THIS FROG WILL MAKE YOU JUMP! JUMP!"

VIB RIPPLE

Forget your world-weary cynicism and jump around till you puke in Sony's cutesy face-bending collect-em-up.

The star of this colourful maelstrom of cutesy madness is Vibri. But who, or what, is Vibri? Well, imagine a perky young Japanese girl, warped and demented on a steady diet of candy floss, neon lights and sparkly makeup. In her permanent sugar-rush state of mind she leaps up and down energetically and spouts nonsensical coos and gurgles of manic enthusiasm. Yep, she may have all the visual appeal of a pipe cleaner collection, but Vibri's infectious personality and undeniable gymnastic talent are a winning combination. As she springboards higher and higher into the air, squealing with delight, Vibri performs back flips and groin-stretching splits.

The Premise of *Vib Ripple* is very simple:

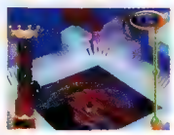
THE MONEY SHOT

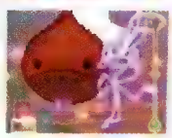
Between levels, Vibri expresses her boundless enthusiasm for your efforts by performing a drum solo including victorious crashing hand cymbals.

JUMPING FOR JOY: The aim of Vib Ripple is to jump. And then jump some more.

The PSone's original *Vib Ribbon* was the best of this series – generating scrolling platform levels from any music CD you put in your machine. Its obscure follow-up, *Mojib Ribbon* was an on-the-fly rap lyric writing game which sold a disastrous 1800 copies worldwide. But Sony have persevered with the unusual series and this is the result. *Vib Ripple*'s main innovation is the ability to import your own pictures via USB, from which the game will generate a playing area. And when you consider the Japanese people's great passion for everything photographic you can understand how *Vib Ripple* would appeal in the land of the rising sun. But it's unlikely to become a gaming sensation here in the UK. So, top marks to Sony for extending the imaginative use of the Vib series, and admittedly we have a huge soft spot for Vibri's achingly-cute antics, but maybe it's time they let the old girl retire gracefully. **Jorin Sievers**

■ *Sample* **Vib Ripple***'s charm on import only.*





TRAMP HEAD

The first thing you'll do with *Vib Ripple*'s USB technology is import a friend's face and jump up and down on it. And sure – seeing a mate's forehead bulge and warp like a giant human trampoline is a great novelty, with potential for some cheap laughs, but it soon loses its charm. Anyhoo, here's the process:

FIND FREAK: Shoot anything you like – such as this strange man we found snuffling through the garbage bins outside PSM2.

GET CONNECTED: Plug a digital camera in to your PS2's USB slot. Save the image to your Memory Card to be used as a game level.

JUMP AROUND: Find the image you saved as a game. Now jump up and down all over the strange man's face until he cries.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Save creatures from photographic prison. – Bounce up and down until your neck hurts.	+ Basic and functional, rather than lush. – Colour-sensitive gamers may go into shock.	+ Vib sings a charming intro screen ditty... – But her squeaking will eventually irritate.

LIFESPAN

Importing your own images could see you playing this forever. Or at least until you're driven mad from all the bouncing cuteness.

MINUTES ——— YEARS

IT'S BETTER THAN...
MOJIB RIBBON

IT'S WORSE THAN...
VIB RIBBON

So cute you'll go all soppy and then want to puke. Innovative and fun in small doses, but the super-repetitive trampoline gameplay will numb your soul.

58

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THE NO.1 PS2 TIPS AND CHEATS MAGAZINE

"AS HOMER ONCE SAID 'YOU DON'T WIN FRIENDS WITH SALAD'"

THE SIMPSONS COMPLETE SERIES FOUR

Television's funniest family hit their greatest season so far...

Year four saw the Simpsons finally live up to all that bubbling promise. If the first three years were practice, the fourth showed just what the creative team could do. Bursting with episodes that regularly crop up on fans' Top 10 lists, this is Springfield's finest at the top of their cult success. Led by slobbish pop Homer, the family that shoved the fun into dysfunctional got better and better as the confidence behind the scenes grew.

Just look at the titles: Marge Vs The Monorail, penned by future talk show star Conan O'Brien, which is widely hailed as the series' greatest show. Featuring a memorable guest turn from Leonard "Spock" Nimoy, it pumps a knowing stream of satire into what on other shows would just be a wacky comedy plot. But don't panic – there's plenty of room for craziness as Homer and co swing cushy jobs working for the corrupt monorail company, leaving everyone's favourite doughnut-scoffer in charge of a speeding train that also features rodents nesting in the driver's cab ("I call the big one bitey")...

COMEDY GODS

And that's just the tip of a comedy iceberg that also delivers pot shots at then-President George Bush, a clip show that's actually funny and even God. Yes, the Almighty turns up for a cameo in Homer The Heretic to nudge our hero back on the right track when he decides to give up attending church. Who says telly doesn't teach us morals? And who cares when it's also delivering spot-on movie parodies (including Bart's half-inching of Homer's change jar that develops into the best Raiders Of The Lost Ark spoof ever) and characters you actually care about. For newcomers and true fans alike, this is the first essential box set.

STARRING
- Dan Castellaneta
- Julie Kavner
- Nancy Cartwright
- Yeardley Smith
- Hank Azaria

DIRECTOR
- Various

CERTIFICATE
- PG

PRICE
- £39.99

RELEASE
- 2 August

PSM2 VERDICT

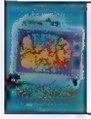
MOVIE	GOOD+BAD	DVD
+ Amazing writing throughout the series. – Er... no criticism apart from that it has to end.	+ Witness Homer sink gallons of Duff beer. – Still a little pricey for most Simpsons fans.	+ There's a commentary for EVERY show. – But few of the cast show up to talk about it.

EXTRAS

The team are a bunch of geeks, so they go all-out to provide great discs. A funny commentary for every episode, documentaries, animatics and featurettes cover all you'd want to know.

IT'S BETTER THAN...
FAMILY GUY

IT'S WORSE THAN...
ALMOST NOTHING.



This is the product of a creative comedy team at the very top of their game. Hear this: Best. Series. Ever. You won't be disappointed, we guarantee it.

97

"TARANTINO COMMITS HARI KARI WITH A FLAT SEQUEL"

KILL BILL VOLUME 2

The Bride is back to deliver the fatal blow.

STARRING
■ Uma Thurman
David Carradine
Michael Madsen
Daryl Hannah
Gordon Liu

DIRECTOR
■ Quentin Tarantino

CERTIFICATE
■ 18

PRICE
■ £19.99

RELEASE
■ 12 July

After keeping us waiting six long years for his return after the damp squib of Jackie Brown, Quentin Tarantino assaulted our senses and wowed us all over again with Kill Bill's sharp melding of samurai, kung-fu and revenge flicks, all filtered through his '70s movie geek goggles.

So, you'd be forgiven for thinking that part two was a blistering follow-up that deepened the story and characters while letting Uma Thurman kick yet more ass as The Bride. You're forgiven, then. Because you're wrong. When we left The Bride, she was still intent on her mission to kill the man who had slaughtered everyone at her wedding, former lover and boss Bill (David Carradine). We catch up with her as she starts crossing more of Bill's cronies off her shit list. But it's here that things falls apart. An overlong flashback to her training is briefly fun, but ends up pointless, and while there is a return to the dialogue-stuffed film making that Mr T is known for, the verbiage is sadly lacking his usual flair. At times it even feels like we're watching a low-rent Tarantino wannabe rip off his style.

BLUNT EDGES

The pacing's also off, as where the film should be kicking into overdrive, it grinds to a halt. Whether you prefer the visceral intensity of Vol 1, or hammy dialogue of Vol 2 – it's hard to shake the feeling that rather than cutting the film in two, some ruthless editing would have made for a superior experience.

PSM² VERDICT

MOVIE	GOOD+BAD	DVD
+ Good stuff from the main cast. - A poorly written parody of Tarantino's best work.	+ The chop-socky samurai action is still emjoyable. – Terrible dialogue and awful support cast.	+ Decent Making Of and one deleted scene. - ...but unfortunately that's all you get.

EXTRAS

Hear that? It's the sound of Tarantino and Buena Vista attaching a hoover to our collective wallets. There's only one quick look at the film's shoot and a pointless deleted scene. Get revenge!

IT'S BETTER THAN...
JACKIE BROWN

IT'S WORSE THAN...
PULP FICTION

Tarantino goes off the boil with this frankly badly-paced sequel with below-par dialogue. We recommend sticking to the first half for real entertainment.

58

THE SHIELD: COMPLETE SEASON 2

STARRING
■ Michael Chiklis
CCH Pounder

DIRECTOR
■ Various

CERTIFICATE
■ 18

PRICE
■ £34.99

RELEASE
■ 9 August

If you sat through stoopid Samuel L Jackson/Colin Farrell actioner SWAT, you'll probably have thought, "hmmm... the action's well directed and it looks stylish." Clark Johnson, the man behind that look is one of the chief helmers on The Shield, a brutal, raw howl of a US drama that isn't afraid to blur the thin blue line between good cop and bad cop. Hinged around a charismatically violent performance from Michael Chiklis (a man cursed with looking like Ross Kemp, but blessed with far superior thesping skills), it prowls LA's mean streets alongside a set of law enforcers who are every bit as dangerous. With racial tension flaring and gang warfare a constant threat, The Shield re-defines how far TV can shove those boundaries.

90

PITCH BLACK: SPECIAL EDITION

STARRING
■ Vin Diesel
Cole Hauser

DIRECTOR
■ David Twohy

CERTIFICATE
■ 15

PRICE
■ £15.99

RELEASE
■ 16 August

Back before he was trying to launch a franchise with the overblown Chronicles Of Riddick (in cinemas now kids, unless you're reading this in 2030), David Twohy was turning a small budget and a tight schedule to his advantage, churning out a superior B-Movie styled sci-fi actioner that helped launch Vin Diesel into the stratosphere. But first it had to bring him plunging down, locked on a prison ship that crashes on a sweltering desert planet with a bunch of scared passengers. They soon discover that Diesel's serial killer Riddick isn't the worst of their worries: that would be the deadly flying beasts who hunt by night. Oh, and the planet's about to suffer month-long eclipse. This release preaches to the converted.

87

トクセンジョウホウトクセンジョウホウ

Films from another space and time

ANIMANIA

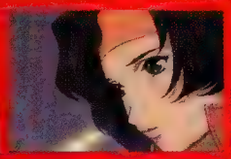
FULL METAL PANIC: MISSION 05

Although the cover and title suggest massive robot death, *Full Metal Panic* is more of a drama than anything else. This volume revolves around the new guy Sousuke and his struggle to survive behind enemy lines. There's a decent amount of action, but it's mostly talky-talky. That's all fine and good, but we were expecting something a little more explosive.

79

RAH XEPHON: ORCHESTRATION 6

This series just gets better and better. Confronted with his destiny, Ayato must make a terrifying choice: reclaim the Rah Xephon or sacrifice everything he holds dear. There's shedloads of robot-on-robot battling as the terrifying Dolems hover ominously over Tokyo, preparing to strike. A beautiful mix of drama and action. More, please.



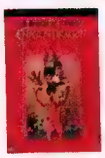
92

NEON GENESIS EVANGELION DIRECTOR'S CUT

The most infamous anime series in history returns, only this time it's packed with deleted scenes and special features. This version allows fans to see the creative progression of this seminal title's final moments. This is truly epic stuff.

87

ALSO RELEASED



ENTER THE DRAGON SPECIAL EDITION

■ Released 2 August ■ Cert 18 ■ Price £19.99

Bruce Lee's best Western kung-fu action comes repackaged with new documentaries, some footage missing from the original cut and all the action you remember.

86

THE GIRL NEXT DOOR

■ Released 9 August ■ Cert 15 ■ Price £17.99

24 starlet Elisha Cuthbert is a tempting tease when she moves in as the beautiful neighbour. Mildly amusing comedy with little to offer except its leading lady.

72

BEYOND BORDERS

■ Released 16 August ■ Cert 15 ■ Price £15.99

Overwrought and overlong, this stinker sees Angelina Jolie indulge her aid worker side. With a dull love interest, this should have been called Beyond Boredom. Avoid.

35

SCOOBY DOO 2: MONSTERS UNLEASHED

■ Released 27 August ■ Cert PG ■ Price £15.99

Only slightly more bearable than the excruciating original. The gang get haunted by some classic monstoids.

39

COMING SOON

CONAN THE DESTROYER SPECIAL EDITION
Released 30 August
Price £19.99

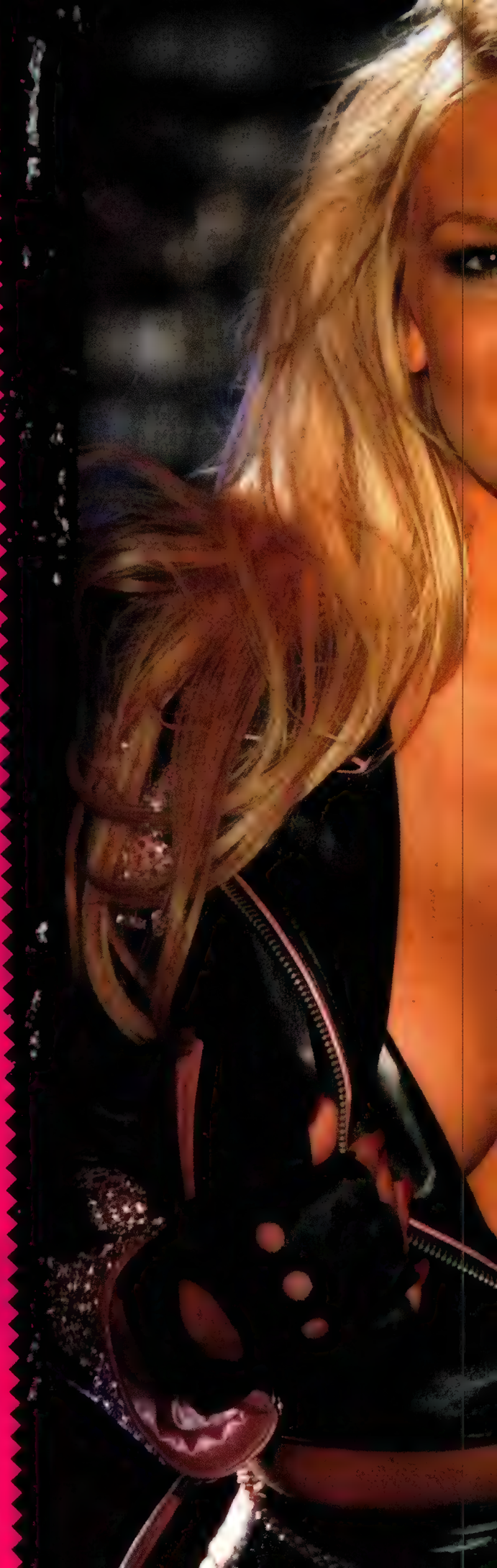
50 FIRST DATES
Released 6 September
Price £19.99

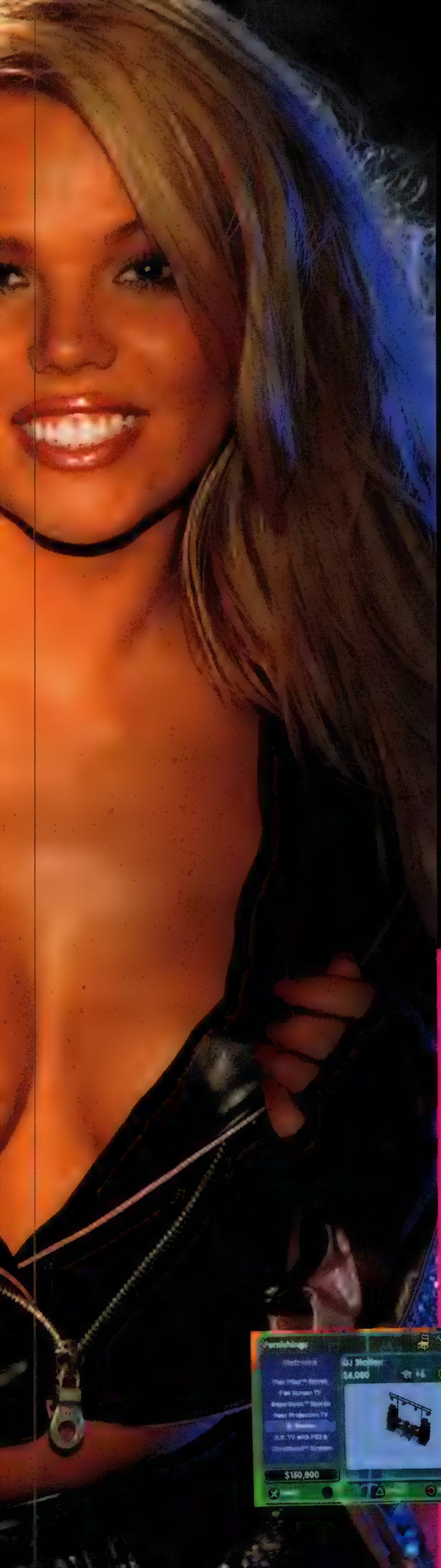
©The Kobal Collection

THE PLAYBOY MANSION

A Smut Above The Rest

If upon first playing *The Sims* you immediately tried to cop off with the next door neighbour, this is most definitely the game for you. Taking the role of elderly smut magnate Hugh Hefner, you have to run the empire, put together the world's most lauded rhythm mag every month and deal with 'social issues' (more on all this later). The game is very much a life simulator, and although Hef never pisses himself to death like in *The Sims*, you have to make sure things run smoothly, lest he be reduced to a quivering, penniless wreck. And despite the fact that he slaps their juddering joy pillows across the pages of his magazine every month, Hef still has a lot of respect for the models – *Playboy* has an ethos that must be strictly followed, and according to him, it's all about having 'tasteful' fun. So, if you're through lusting after glossy symbols of unattainable joy, enter the care-free world of *Playboy: The Mansion* and digitally live out the life of a wealthy jazz merchant.





"My whole notion was the romantic connection between male and female"

Living Large At The Playboy Mansion

...or cowering nervously trying not to perv at ladies...

Yes, PSM2 had the privilege to visit Hugh's house of fun deep in the fake woods of Beverly Hills. Getting there is an adventure in itself as, despite having a ticket, we were warned that under no circumstances were we to travel to the mansion ourselves. The only way in is via an official Playboy bus which picks up covertly from a car park in the nearby UCLA university. Sure enough, upon arrival at the car park we saw a throng of lightly sweating men in the 'stylish clubwear' we'd been instructed to wear before being shovelled onto a minibus that was practically quivering with anticipation.

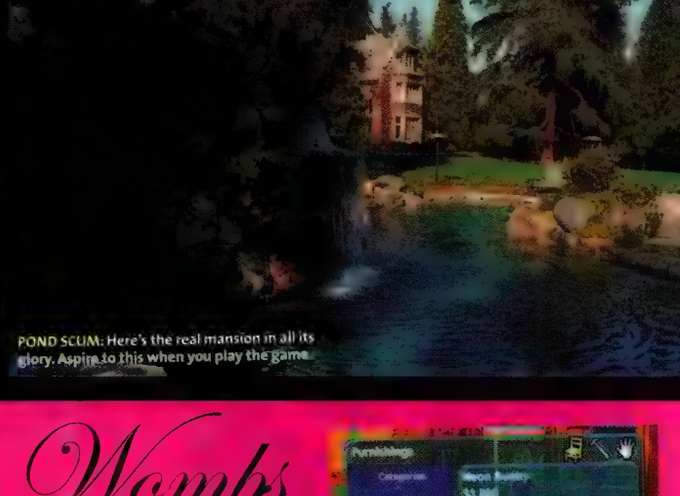
After a short drive down a winding road shrouded by bushes we arrived at large iron gates. We were buzzed in and parked outside a tasteful English country house. Things were looking up – Hef is a classy guy after all. That said, the presence of two industrial-sized chemical toilets in the car park gave us the impression that this wasn't the first time Hef had had visitors.

So where was the front door? Oh no, not for us. This party was strictly garden only. While limited numbers were being taken on a brief (ie, two room) tour of the house we were too busy... um... admiring the scenery to even notice.

OK, yes, the place was crawling with beautiful ladies (and stunned looking men). It was packed and free bars pumping out any drink you fancied were at every turn and in among the throng were at least two independent teams of seven-strong models. A lady rancher shepherded them through the crowd, pausing for photo opportunities and to chat to more brazen guests whenever required. At first they wore spangly evening gowns, but the bikinis came out later and they ended with an ensemble of Playboy official leatherwear . All the costume changes were expertly and invisibly choreographed.

The ladies were even bold enough to take a dip in the pool and cavort in the famous grotto (which is a lot smaller and smellier than you'd like). If we weren't trembling so much we might have taken some more pictures. Sorry. Fact is, we're sure that some of these ladies were incredibly famous (and the Americans present were in absolute awe of some of them), but their sheer beauty and proximity was all a bit much. Yes, we're sorry. While others grabbed every opportunity for a chat and doubtless tucked business cards into tight spandex, we spent our time pretending to watch the chefs manufacture sushi to our own personal tastes while sneakily grabbing sly glimpses of ladies as they wafted by. Or, forgetting about the girls altogether and dining heavily from the world's biggest cheeseboard. Jeez, you should have seen it!

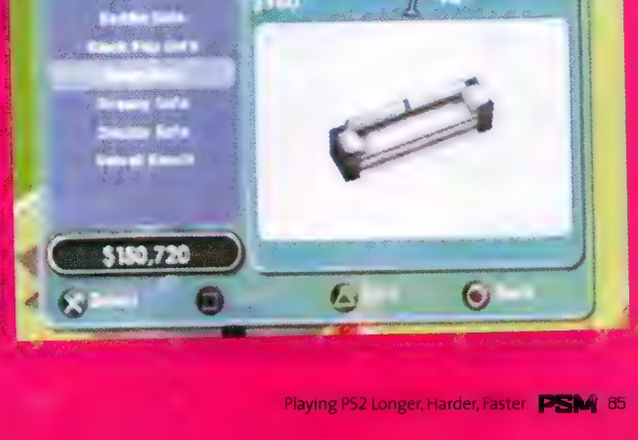
We were told later that Hef himself put in an appearance, posing to play the game (we have the pictures to prove it), but we were far too busy. Free booze, gorgeous ladies and a massive cheeseboard. You can keep heaven – we're going back to Hef's.



POND SCUM: Here's the real mansion in all its glory. Aspire to this when you play the game.

Changing Wombs

When you start out, your mansion is basically a tawdry dump. You've no hope of luring attractive ladies or influential celebrities without the best, most expensive electronics and furniture. So long as you have the money, everything you need to spruce up your pad is available to buy. The vast range of items includes lamps, candlesticks, paintings, chairs, sofas, tables, rugs, swimming pools, televisions, stereos, computers, desks. And remember – gross symbols of excess personify the Playboy lifestyle, so think BIG.



"Playboy was founded on the notion that nice girls like sex too"

Shoot your load

A nice feature lets you take part in your own photo shoots. You hire a bunny, select her outfit, pick a background and shoot away. The angle, zoom and position is all up to you, and you can be as gratuitous as you like. We recommend the full-frontal crash zoom. And remember – the quality of your image affects sales overall, so don't skimp on cash and buy a cheap girl off the street.

MODEL PUPIL: You can be as gratuitous as you like during photo shoots, but keep it tasteful, eh?

STAND TO ATTENTION: Choose a nice backdrop. We've gone for the English mansion look here.

"YOU HIRE A BUNNY, SELECT HER OUTFIT, PICK A BACKGROUND AND SHOOT AWAY"

A Day At The Mansion

Life in the Playboy mansion is tough. You know there's work to do, but you'd rather have a party and drunkenly cavort with swathes of lovely ladies. Here's a quick rundown of our first day in the mansion.

10:00am: Wake up. Shake off a moderate hangover and pad around the mansion for a bit. Eat an expensive breakfast and think about doing some work.

12:00am: Saunter over to the bar and have a couple of White Russians for lunch. Hm, doesn't the magazine need writing? Ah, bollocks to it. It can wait.

3:00pm: Might as well get the cover done. Organize a photo shoot, slap the tiniest pair of pants imaginable on a model and start merrily snapping away.

5:00pm: Invite some celebrities over and make highly inappropriate drunken comments about their dress sense. Lose an exclusive interview. Oh well, plenty more where that came from.

7:00pm: Buy an expensive swimming pool and invite everyone you know round for tea and strumpets. Take part in a massive poolside orgy.

12:00pm: Take the party indoors and get completely over-excited. Start dancing on your head and hurl abuse at everyone, belching vodka through your nose. Fall down and can't get up without the help of one of your large burly security men.

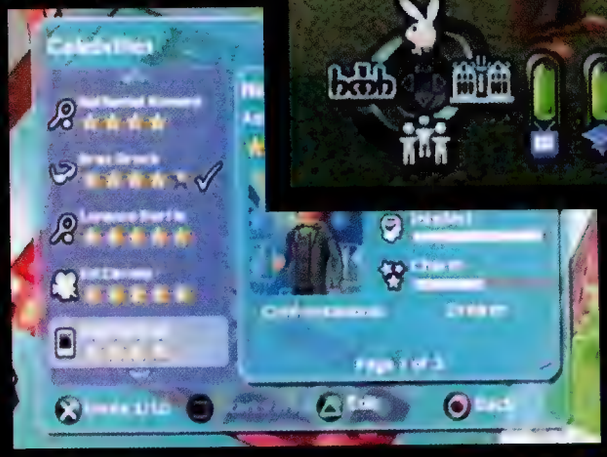
04:00am: Ignore the fact that everyone's gone home and continue partying amongst the debris and destruction of your now slightly less valuable mansion. Ignore the desperate pleas of your concerned agent. Collapse.

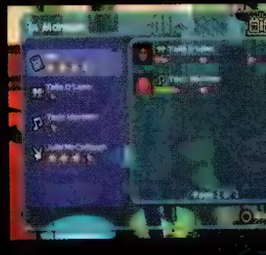
"Playboy isn't like the downscale, male bonding, beer-swilling phenomena that is being promoted now by other magazines"

Friends Like These

Throughout the game, your circle of friends will alter. Depending on how you treat people, how good your parties are and how many issues you're selling, people will drift in and out of your social calendar. These include celebrities (rock stars, pretentious arthouse movie makers, actors etc.) and the bunnies themselves. You can check your progress on the friends menu, so if someone influential is losing interest, invite them over and curry their favour with free booze and ladies.

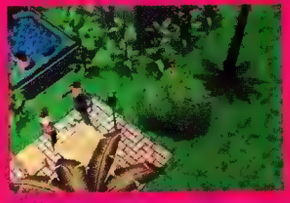
CHAT ROOM: Converse with celebrities, being as rude or as polite as you like. It's your call.





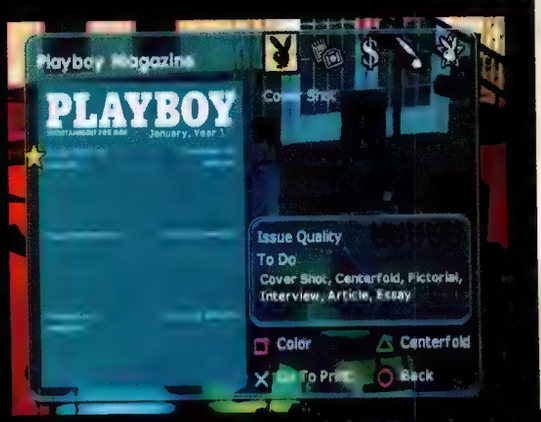
Two In The Bush

The 'social issues' we mentioned earlier mostly include grinding your way into the nether regions of Playboy bunnies and celebrities. The conversation system lets you be as charming or as rude as you like, but you have to play it cool if you want some lovin'. Basically, it's not a good idea to wander up to someone and immediately blurt out "give us a feel, love!". But, if you play your cards right, you'll be gyrating your way into all kinds of shrubbery.



Pulling Together

The business side of things plays a fairly prominent role in *The Mansion*. As well as the cover shoot mentioned earlier, you have to choose articles, celebrity interviews (from friends you've made) and other things. You can even choose the magazine's colour scheme. All of these factors mingle and ultimately affect your sales, so make the right choices and give the public what they want.



Playboy Factoids

Just a mere seven men have appeared on a Playboy cover. The first was Peter Sellers, and since then Burt Reynolds, Dan Aykroyd and others have also appeared.

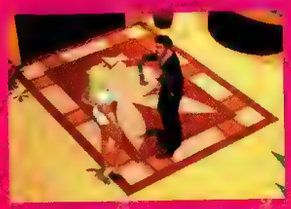
4.5 million people worldwide read Playboy every month. The largest ever issue was a stonking 114 pages, back in 1979.

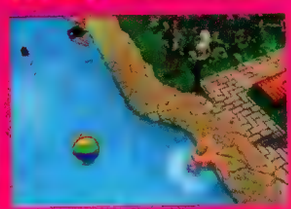
Hef had originally named the magazine 'Stag', featuring a manly buck as the mascot. But, after disputes with another mag, the name Playboy was born.

As a tribute to Hef, the discover of a certain endangered marsh rabbit gave it the scientific classification of Sylvilagus Palustris Hefneri. No shit.

Fun And Frolicks

There's plenty to do in your mansion, and keeping your guests entertained is important. You can play pinball, table football, check out some filthy magazines, lounge around the pool, arse around with DJ decks, dance around like a lunatic, get down 'n dirty with the ladies (obviously) and a score of other things. When you're having fun, your 'comfort' meters rise and your performance is increased, subsequently making you happier, which in turn increases your popularity, and ultimately makes the mag sell better. That sounds like a lot to take in, but it's surprisingly easy to get to grips with. There's no mundane 'take a shower, have a dump, eat lunch' drudgery that you see so much of in *The Sims*.





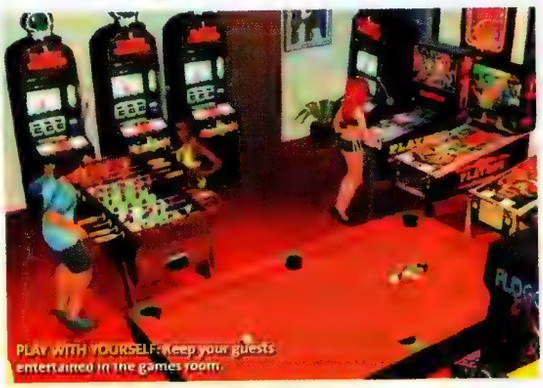
Rags To Riches

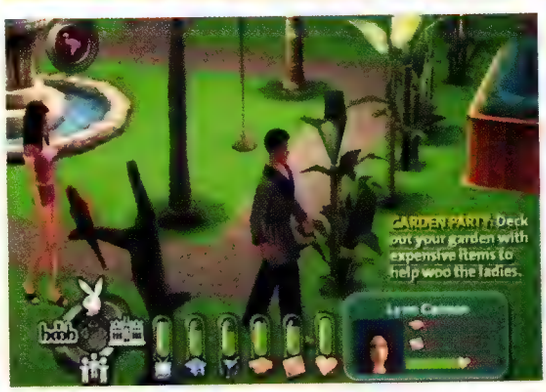
If you decide to arse around, ignoring the business and social aspects of the game, you'll be, quite simply, buggered. You'll have no friends, no contracts, no writers, no models, no money and no magazine. Your little digital Hef will most likely top himself if something isn't done, so start mingling again, raise some money and get back on your feet. This is the fun of the game; the highs and lows of running a popular jingle magazine.

"The interesting thing is how one guy, through living out his own fantasies, is living out the fantasies of so many other people"

Beginning To End

The main game mode is the Empire mode, but if you can't be bothered with the whole business building thing, there's a Campaign mode that presents you with a pre-built mansion full of lovely ladies. You then engage in a series of missions, each with their own objectives and goals. These can range from achieving a certain amount of sales to creating the greatest party of all time.





"YOU'RE REWARDED FOR LIVING THE GOOD LIFE"

Playboy Philosophy

As the game goes on, you're rewarded for living the good life, having a positive sexual attitude, and promoting tolerance and individual freedom. This is the Playboy ethos, and acting like a complete bastard is frowned upon. The nicer you are, the better you perform, which is a pleasant feature.

PSM2 PRESENTS

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge...

PSM2

YOUR KEY

GOLD AWARD – A game scoring 90% or more. An absolute classic!

SILVER AWARD – A top-notch PS2 title that scored between 80-89%

BRONZE AWARD – A very enjoyable and solid game scoring 70-79%

TOP FIVE

DRIVING

1. GRAN TURISMO 3
2. BURNOUT 2: POINT OF IMPACT
3. COLIN MCRAE RALLY 4
4. NEED FOR SPEED: UNDERGROUND
5. WORLD RALLY CHAMPIONSHIP 3

EXTREME SPORTS

1. TONY HAWK'S PRO SKATER 3
2. SSX TRICKY
3. SSX3
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

BEAT-EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 4
3. HYPER STREET FIGHTER 2
4. FIGHT NIGHT 2004
5. GUILTY GEAR 2

13 (XIII) 87%
Publisher> Ubisoft Issue> #42

2002 FIFA WORLD CUP 71%
Publisher> EA Issue> #22

7 BLADES 73%
Publisher> Konami Issue> #11

ACE COMBAT 4: SHATTERED SKIES 80%
Publisher> Namco Issue> #17

ACTIVISION ANTHOLOGY 40%
Publisher> Activision Issue> #36

AGE OF EMPIRES 2 79%
Publisher> Konami Issue> #15

AGGRESSIVE INLINE 83%
Publisher> Acclaim Issue> #24

AIRBLADE 77%
Publisher> Sony Issue> #16

ALIAS 79%
Publisher> Acclaim Issue> #47

ALEX FERGUSON'S PLAYER MANAGER 65%
Publisher> 3DO Issue> #15

ALL-STAR BASEBALL 2004 67%
Publisher> Acclaim Issue> #35

ALONE IN THE DARK: THE NEW NIGHTMARE 66%
Publisher> Atari Issue> #15

ALTER ECHO 66%
Publisher> THQ Issue> #41

AMPLITUDE 87%
Publisher> Sony Issue> #40

APE ESCAPE 2 60%
Publisher> SCEI Issue> #30

AQUA AQUA 71%
Publisher> SCI Issue> #04

ARCTIC THUNDER 58%
Publisher> Midway Issue> #16

ARC: TWILIGHT OF SPIRITS 68%
Publisher> Sony Issue> #46

ARMORED CORE 2: ANOTHER AGE 56%
Publisher> Metro Issue> #24

ARMY MEN AIR ATTACK: BLADE'S REVENGE 47%
Publisher> 3DO Issue> #11

ARMY MEN RTS 56%
Publisher> 3DO Issue> #24

ARMY MEN: SARGE'S HEROES 2 40%
Publisher> 3DO Issue> #09

ATHENS 2004 51%
Publisher> Sony Issue> #51

A-TRAIN 6 60%
Publisher> Midas Issue> #49

ATV OFFROAD FURY 2 73%
Publisher> THQ Issue> #40

ATV QUAD POWER RACING 2 68%
Publisher> Acclaim Issue> #33

ASTERIX AND OBELIX XXL 60%
Publisher> Atari Issue> #46

AUTO MODELLISTA 80%
Publisher> Capcom Issue> #28

BAD BOYS 2 51%
Publisher> Empire Issue> #48

BACKYARD WRESTLING 45%
Publisher> Eidos Issue> #42

BALDUR'S GATE: DARK ALLIANCE 79%
Publisher> Virgin interactive Issue> #17

BALDUR'S GATE: DARK ALLIANCE 2 82%
Publisher> VU Games Issue> #44

BARBARIAN 66%
Publisher> Titus Issue> #25

BASS STRIKE 64%
Publisher> THQ Issue> #18

BATMAN VENGEANCE 48%
Publisher> Ubisoft Issue> #17

BATMAN VS. THE ARMY OF TSU 43%
Publisher> Ubisoft Issue> #44

BATTLE ENGINE AQUILA 78%
Publisher> Atari Issue> #31

BATTLESTAR GALACTICA 59%
Publisher> Vivendi Issue> #44

BEN HUR: BLOOD OF BRAVES 42%
Publisher> Microids Issue> #34

BEYOND GOOD AND EVIL 82%
Publisher> Ubisoft Issue> #42

BIG MUTHA TRUCKERS 79%
Publisher> Empire Issue> #31

BIONICLE 38%
Publisher> EA Issue> #41

BLADE 2 51%
Publisher> Activision Issue> #28

BLOOD OMEN 2 79%
Publisher> Eidos Issue> #22

BLOODRAYNE 67%
Publisher> Vivendi Issue> #36

BLOODY ROAR 3 79%
Publisher> Virgin Issue> #11

BMX XXX 58%
Publisher> Acclaim Issue> #30

BOMBERMAN KART 51%
Publisher> Konami Issue> #41

BOUNCER, THE 66%
Publisher> SCEE Issue> #11

BOXING CHAMPIONS 40%
Publisher> Midas Issue> #41

BREATH OF FIRE: DRAGON QUARTER 78%
Publisher> Capcom Issue> #41

BRITNEY'S DANCE BEAT 58%
Publisher> THQ Issue> #24

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS 77%
Publisher> Vivendi Issue> #41

BUJINGAI 62%
Publisher> Taito Issue> #47

BURNOUT 88%
Publisher> Acclaim Issue> #15

BURNOUT 2: POINT OF IMPACT 91%
Publisher> Acclaim Issue> #28
Beautiful, emotional racing that you have to play to fully appreciate.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001 81%
Publisher> Capcom Issue> #17

CART FURY 65%
Publisher> Midway Issue> #12

CASPER: SPIRIT DIMENSIONS 48%
Publisher> TDK Mediactive Issue> #22

CASTLEWEEN 45%
Publisher> Wanadoo Issue> #30

CAT IN THE HAT, THE 27%
Publisher> Vivendi Universal Issue> #48

CEL DAMAGE OVERDRIVE 50%
Publisher> Play It Issue> #36

CENTRE COURT: HARD HITTER 2 62%
Publisher> Midas Issue> #33

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST 82%
Publisher> Ubisoft Issue> #47

CHAOS LEGION 86%
Publisher> Capcom Issue> #39

CHOPLIFTER: CRISIS SHIELD 48%
Publisher> Xicat Interactive Issue> #35

CIRCUS MAXIMUS: CHARIOT WARS 55%
Publisher> THQ Issue> #25

CITY CRISIS 62%
Publisher> Take 2 Issue> #16

CLOCK TOWER 3 59%
Publisher> Capcom Issue> #37

CLUB FOOTBALL 61%
Publisher> Codemasters Issue> #42

COLIN MCRAE RALLY 04 92%
Publisher> Codemasters Issue> #40
A defining moment for rally games. If you like rallying, you've got to get this.

COMMANDOS 2: MEN OF COURAGE 79%
Publisher> Eidos Issue> #24

CONFLICT: DESERT STORM 78%
Publisher> SCi Issue> #27

CONFLICT DESERT STORM 2 83%
Publisher> SCi Issue> #39

CONFLICT ZONE 79%
Publisher> Ubisoft Issue> #22

CONTRA: SHATTERED SOLDIER 52%
Publisher> Konami Europe Issue> #32

CRASH BANDICOOT: THE WRATH OF CORTEX 66%
Publisher> Vivendi Issue> #17

CRAZY TAXI 80%
Publisher> Acclaim Issue> #10

CRICKET 2002 41%
Publisher> EA Issue> #18

CRIMSON TEARS 74%
Publisher> Capcom Issue> #51

CROUCHING TIGER, HIDDEN DRAGON 35%
Publisher: Ubisoft Issue> #44

CY GIRLS 74%
Publisher> Konami Issue> #50

DAKAR 2 50%
Publisher> Acclaim Issue> #34

DANCE UK 67%
Publisher> Big Ben Issue> #42

DANCING STAGE MEGAMIX 85%
Publisher> Konami Europe Issue> #36

DARK ANGEL 45%
Publisher> Vivendi Issue> #34

DARK CHRONICLE 90%
Publisher> Level-5 Issue> #37
Debatably better than *Final Fantasy X*, but edged out in pomp and presence.

DARK CLOUD 81%
Publisher> Sony Issue> #11

DARK SUMMIT 56%
Publisher> THQ Issue> #21

DAVE MIRRA FREESTYLE BMX 2 76%
Publisher> Acclaim Issue> #14

DEAD OR ALIVE 2 83%
Publisher> SCEE Issue> #05

DEAD TO RIGHTS 79%
Publisher> EA Issue> #38

DEFENDER 76%
Publisher> Midway Issue> #31

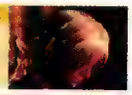
DEF JAM VENDETTA 75%
Publisher> EA Issue> #36

DETONATOR 69%
Publisher> Midas Issue> #47

DESTRUCTION DERBY ARENAS 42%
Publisher> Sony Issue> #45

DEUS EX: THE CONSPIRACY 88%
Publisher> Eidos Issue> #22

DEVIL MAY CRY 90%
Publisher> Capcom Issue> #15
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.



DEVIL MAY CRY 2 72%
Publisher> Capcom Issue> #33

DIE HARD VENDETTA 54%
Publisher> Vivendi Issue> #38

DINO STALKER 58%
Publisher> Capcom Issue> #26

DISGAEA: HOUR OF DARKNESS 86%
Publisher> Koei Issue> #49

DISNEY'S EXTREME SKATE ADVENTURE 28%
Publisher> Disney Issue> #40

DISNEY'S STITCH: EXPERIMENT 626 64%
Publisher> Disney Issue> #27

DONALD DUCK PK 64%
Publisher> Ubisoft Issue> #30

DOWNFORCE 64%
Publisher> Titus Issue> #23

DOT HACK INFECTION: PART ONE 58%
Publisher> Atari Issue> #47

DOWNHILL DOMINATION 80%
Publisher> Codemasters Issue> #46

DRAGON BALL Z: BUDOKAI 60%
Publisher> Atari Issue> #30

DRAKENGARD 75%
Publisher> Take 2 Issue> #50

DRAGON RAGE 47%
Publisher> 3DO Issue> #23

DRAKAN: THE ANCIENTS GATES 75%
Publisher> Sony Issue> #20

DRIV3R 90%
Publisher> Atari Issue> #50
Superb in Director mode and Free Ride, le
Mode but balls-out street-driving fun.

DRIVEN 46%
Publisher> Bam! Issue> #17

DRIVING EMOTION TYPE-S 57%
Publisher> Squaresoft Issue> #01

DR MUTO 59%
Publisher> Midway Issue> #33

DROME RACERS 50%
Publisher> EA Issue> #31

DROPSHIP 75%
Publisher> Sony Issue> #18

DYNASTY TACTICS 2 69%
Publisher> Koei Issue> #44

DYNASTY WARRIORS 3: XTREME LEGENDS 69%
Publisher> Koei Issue> #34

DYNASTY WARRIORS 4 80%
Publisher> Koei Issue> #37

DYNASTY WARRIORS 4: XTREME LEGENDS 70%
Publisher> Koei Issue> #46

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 52%
Publisher> Sony Issue> #18

EGGO MANIA 40%
Publisher> Kemco Issue> #27

EIDOS CLUBWORLD 84%
Publisher> Empire Issue> #26

ENDGAME 49%
Publisher> Empire Issue> #25

ENGLAND INTERNATIONAL FOOTBALL 62%
Publisher> Codemasters Issue> #49

ENTER THE MATRIX 81%
Publisher> Atari Issue> #37

EVE OF EXTINCTION 74%
Publisher> Eidos Issue> #22

EPHEMERAL FANTASIA 80%
Publisher> Konami Issue> #12

ESCAPE FROM MONKEY ISLAND 87%
Publisher> Activision Issue> #12

ESPN NBA 2NIGHT 2002 72%
Publisher> Konami Issue> #24

ESPN NHL HOCKEY 78%
Publisher> Sega Issue> #44

ESPN INTERNATIONAL TRACK & FIELD 63%
Publisher> Konami Issue> #04

ESPN INTERNATIONAL WINTER SPORTS 55%
Publisher> Konami Issue> #20

ESPN NATIONAL HOCKEY NIGHT 68%
Publisher> Konami Issue> #09

ESPN X GAMES SKATEBOARDING 62%
Publisher> Konami Issue> #15

ESPN WINTER X GAMES SNOWBOARDING 70%
Publisher> Konami Issue> #04

ESPN WINTER X GAMES SNOWBOARDING 2 69%
Publisher> Konami Issue> #20

EVERBLUE 2 56%
Publisher> Capcom Eurosoft Issue> #34

EVERQUEST ONLINE ADVENTURES 75%
Publisher> SCEE Issue> #41

EVIL DEAD: A FISTFUL OF BOOMSTICK 68%
Publisher> THQ Issue> #37

EVOLUTION SKATEBOARDING 54%
Publisher> Konami Issue> #33

EVOLUTION SNOWBOARDING 43%
Publisher> Konami Issue> #33

EXTERMINATION 78%
Publisher> Sony Issue> #09

EXTREME-G 3 60%
Publisher> Acclaim Issue> #13

EYE TOY: PLAY 82%
Publisher> SCEE Issue> #38

F1 2002 84%
Publisher> EA Issue> #24

F1 CAREER CHALLENGE 58%
Publisher> EA Issue> #37

F1 RACING CHAMPIONSHIP 66%
Publisher> Ubisoft Issue> #07

FALLOUT: BROTHERHOOD OF STEEL 46%
Publisher> Interplay Issue> #48

FAME ACADEMY 38%
Publisher> Ubisoft Issue> #44

FANTAVISION 85%
Publisher> SCEE Issue> #01

FATAL FRAME 2 82%
Publisher> Tecmo Issue> #45

FELLOWSHIP OF THE RING, THE 70%
Publisher> Vivendi Issue> #30

FERRARI F355 CHALLENGE 67%
Publisher> SCEE Issue> #27

FIFA 2003 81%
Publisher> EA Issue> #29

FIFA 2004 86%
Publisher> EA Issue> #42

FIGHT NIGHT 2003 85%
Publisher> EA Issue> #48

FINAL FANTASY X 91%
Publisher> SCEE Issue> #23
The most life-swallowing RPG of them all – even with the random battles.

FINAL FANTASY X-2 87%
Publisher> Square Enix Issue> #36

FINAL FANTASY XI (IMPORT) 85%
Publisher> Square Enix Issue> #49

FINAL FANTASY X-2 85%
Publisher> Square Enix Issue> #44

FINDING NEMO 71%
Publisher> THQ Issue> #41

FIREBLADE 68%
Publisher> Midway Issue> #24

FIST: LEGEND FIST 76%
Publisher> Konami Issue> #49

FLIPNIC 78%
Publisher> Ubisoft Issue> #45

FORBIDDEN SIREN 80%
Publisher> Sony Issue> #44

FORMULA ONE 2001 84%
Publisher> Sony Issue> #09

FORMULA ONE 2002 68%
Publisher> SCEE Issue> #29

FORMULA ONE 2003 83%
Publisher> SCEE Issue> #39

FREAK OUT 75%
Publisher> Swing! AG Media Issue> #13

FREAKY FLYERS 77%
Publisher> Midway Issue> #42

FREEDOM FIGHTERS 92%
Publisher> EA Issue> #40
An utterly compelling squad-based shooter that's intelligent and addictive.

FREEKSTYLE 59%
Publisher> EA Issue> #25

FREESTYLE METAL X 74%
Publisher> EA Issue> #40

FREQUENCY 64%
Publisher> SCEE Issue> #23

FUR FIGHTERS 86%
Publisher> Acclaim Issue> #10

FUTURAMA 75%
Publisher> SCi Issue> #37

G1 JOCKEY 3 43%
Publisher> Koei UK Issue> #34

GALERIANS: ASH 50%
Publisher> Big Ben Issue> #34

GALLOP RACER 39%
Publisher> Zoo Digital Issue> #41

GETAWAY, THE 79%
Publisher> SCEE Issue> #31

GHOST RECON 65%
Publisher> Ubisoft Issue> #30

GHOST RECON: JUNGLE STORM 75%
Publisher: Ubisoft Issue> #47

GIANTS: CITIZEN KABUTO 80%
Publisher> Interplay Issue> #17

GIFT 51%
Publisher> Acclaim Issue> #12

GITAROO MAN 79%
Publisher> THQ Issue> #22

GLADIUS 52%
Publisher> Activision Issue> #42

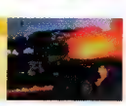
GOBLIN COMMANDER: UNLEASH THE HORDE 65%
Publisher> Jaleco Issue> #47

GRADIUS V 83%
Publisher> Konami Issue> #51

GRANDIA 2 45%
Publisher> Ubisoft Issue> #23

GRAND PRIX CHALLENGE 85%
Publisher> Atari Issue> #31

GRAND THEFT AUTO 3 92%
Publisher> Take 2 Issue> #16
Its vast scope and and tiny touches are some of the most impressive on PS2.



GRAND THEFT AUTO: VICE CITY 97%
Publisher> Rockstar Games Issue> #29
The music, the styling, the freedom... nothing beats it. A great leap for games.

GRAND TOUR RACING GT-R 400 53%
Publisher> Midas Issue> #51

GRAN TURISMO 3 93%
Publisher> Sony Issue> #13
The most complete racing game yet and one you can truly sink your teeth into.

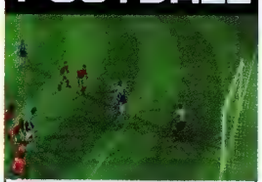
FATAL FRAME 2: A classy dose of psychological horror gaming to be enjoyed in a darkened room.

TOP FIVE

SHOOT-EM-UPS

1. FUR FIGHTERS
2. STAR WARS: STARFIGHTER
3. GRADIUS V
4. STAR WARS: JEDI STARFIGHTER
5. TWISTED METAL: BLACK

FOOTBALL



1. PRO EVOLUTION SOCCER 3
2. WINNING ELEVEN 7 INTERNATIONAL
3. FIFA 2003
4. FIFA 2004
5. RED CARD

ROLE PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLE
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

ALL TIME BEST

1. GRAND THEFT AUTO: VICE CITY
2. PRO EVOLUTION SOCCER 3
3. TIMESPLITTERS 2
4. SSX3
5. TONY HAWK'S PRO SKATER 3

TOP FIVE

DAN G'S FAVORITE GAMES OF ALL TIME

1 METAL GEAR SOLID 2

Hideo Kojima's hand-crafted tale of terrorism with a twist. Rammed with tiny details and atmosphere.

2 GTA: VICE CITY

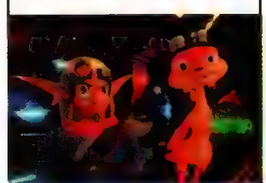
The most immersive game ever set in a crime-drenched 80s city, and absolutely loaded with stuff to do.

3 MANHUNT

It might take four hours to get going but Rockstar's dark tale is unique, atmospheric and brilliant.

4 GRAN TURISMO 3

The desire to collect all the cars is compelling. If you've got a PS2, you've got this – simple as that.



5 JAK 2: RENEGADE

Takes action platformers into darker territory with incredible combat and super-tight handling.

GRAN TURISMO 3: PROLOGUE 71%
Publisher> Sony Issue> #50

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA 79%
Publisher> SCEE Issue> #25

GRAVITY GAMES BIKE: STREET, VERT, DIRT 48%
Publisher> Midway Issue> #28

GTA3 71%
Publisher> SCi Issue> #39

GUILTY GEAR X 79%
Publisher> Capcom Issue> #42

GROOVE RIDER 52%
Publisher> Play It Issue> #45

G-SURFERS 49%
Publisher> Midas Issue> #16

GTC: AFRICA 76%
Publisher> Rage Issue> #16

GUILTY GEAR X2 86%
Publisher> Big Ben Issue> #35

GUNPARA 3000 73%
Publisher> SCi Issue> #29

GUNDAM: FEDERATION VS ZEON 39%
Publisher> Atari Issue> #29

GUNFIGHTER 2: REVENGE OF JESSE JAMES 40%
Publisher> Ubisoft Issue> #35

GUNGRAVE 68%
Publisher> Activision Issue> #30

GUN GRIFFON BLAZE 70%
Publisher> Virgin Issue> #07

HALF-LIFE 90%
Publisher> Vivendi Issue> #16
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.

HARDWARE ONLINE ARENA 68%
Publisher> SCEE Issue> #41

HARRY POTTER AND THE CHAMBER OF SECRETS 65%
Publisher> EA Issue> #31

HARRY POTTER AND THE PRISONER OF AZKABAN 75%
Publisher> EA Issue> #51

HARRY POTTER: THE PHILOSOPHER'S STONE 55%
Publisher> EA Issue> #44

HEADHUNTER: REDEMPTION 75%
Publisher> TDK Mediactive Issue> #46

HAVEN: CALL OF THE KING 81%
Publisher> Midway Issue> #29

HEADHUNTER 81%
Publisher> Sony Issue> #19

HERDY GERDY 69%
Publisher> Eidos Issue> #21

HIGH HEAT MAJOR LEAGUE BASEBALL 71%
Publisher> 3DO Issue> #24

HITMAN 2: SILENT ASSASSIN 89%
Publisher> Eidos Issue> #28

HITMAN: CONTRACTS 90%
Publisher> Eidos Issue> #49
A game that promotes experimentation and plays brilliantly. A twisted funhouse.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE 51%
Publisher> THQ Issue> #31

HULK, THE 71%
Publisher> Vivendi Issue> #38

HUNTER WAYWARD: THE RECKONING 30%
Publisher> Vivendi Issue> #41

HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDITION 89%
Publisher> Capcom Issue> #46

ICO 85%
Publisher> SCEA Issue> #17

INDIANA JONES AND THE EMPEROR'S TOMB 80%
Publisher> Activision Issue> #39

INDYCAR SERIES 49%
Publisher> Codemasters Issue> #37

I-NINJA 85%
Publisher> SCEE Issue> #45

INTERNATIONAL CUE CLUB 56%
Publisher> Midas Issue> #24

ISLAND EXTREME STUNTS 65%
Publisher> SCEE Issue> #33

ISS3 78%
Publisher> Konami Issue> #34

ITALIAN JOB: LA HEIST, THE 51%
Publisher> Eidos Issue> #40

IRON COMBAT 70%
Publisher> Ubisoft Issue> #22

JAK & DAXTER 85%
Publisher> Sony Issue> #18

JAK 2: RENEGADE 93%
Publisher> Sony Issue> #40
Vast, well-built and bursting with distractions. How can others compete?

JAMES BOND 007: EVERYTHING OR NOTHING 77%
Publisher> EA Issue> #46

JAMES BOND 007 IN AGENT UNDER FIRE 88%
Publisher> EA Issue> #17

JAMES BOND 007 IN... NIGHTFIRE 76%
Publisher> EA Issue> #30

JET SKI RIDERS 38%
Publisher> Eidos Issue> #18

JONNY MOSELEY MAD TRIX 38%
Publisher> 3DO Issue> #20

JUDGE DREDD: DREDD VS DEATH 83%
Publisher> Vivendi Issue> #40

JUNGLE BOOK GROOVE PARTY 50%
Publisher> Ubisoft Issue> #10

JURASSIC PARK: OPERATION GENESIS 61%
Publisher> Vivendi Issue> #34

KATAMARI DAMASHII 83%
Publisher> Namco Issue> #49

KARAOKE STAGE 85%
Publisher> Konami Issue> #49

KENGO 60%
Publisher> Ubisoft Issue> #09

KELLY SLATER'S PRO SURFER 75%
Publisher> Activision Issue> #28

KESSEN 2 66%
Publisher> KOEI Issue> #20

KILLSWITCH 78%
Publisher> Sony Issue> #44

KING OF ROUTE 66 44%
Publisher> Sega Issue> #41

KINGDOM HEARTS 88%
Publisher> SCEE Issue> #29

KING'S FIELD: THE ANCIENT CITY 54%
Publisher> Metro3D Inc Issue> #24

KLONOA 2 77%
Publisher> Namco Issue> #10

KNOCKOUT KINGS 2001 77%
Publisher> EA Issue> #07

KNOCKOUT KINGS 2002 83%
Publisher> EA Issue> #21

KURI KURI MIX 78%
Publisher> Empire Issue> #10

KYWOOKY UNTACH 73%
Publisher> Atari Issue> #45

LEGAIA 2: DUEL SAGA 59%
Publisher> Eidos Issue> #28

LEGENDS OF WRESTLING 2 68%
Publisher> Acclaim Issue> #33

LEGION: LEGEND OF EXCALIBUR 70%
Publisher> Midway Issue> #27

LEGO RACERS 2 42%
Publisher> Lego Software Issue> #18

LE MANS 24 HOURS 79%
Publisher> Atari Issue> #12

LETHAL SKIES 63%
Publisher> THQ Issue> #27

LETHAL SKIES 2 68%
Publisher> Big Ben Issue> #48

LE TOUR DE FRANCE 76%
Publisher> Konami Issue> #23

LE TOUR DE FRANCE CENTENARY EDITION 73%
Publisher> Konami Issue> #38

LMA MANAGER 2003 84%
Publisher> Codemasters Issue> #29

LMA MANAGER 2004 87%
Publisher> Codemasters Issue> #47

LONDON RACER: WORLD CHALLENGE 59%
Publisher> Davilex Issue> #40

LOONY TUNES SPACE RACE 65%
Publisher> Atari Issue> #19

LORD OF THE RINGS: THE TWO TOWERS 79%
Publisher> EA Issue> #29

LOTUS CHALLENGE 60%
Publisher> Virgin Issue> #16

MACE GRIFFIN: BOUNTY HUNTER 73%
Publisher> Vivendi Issue> #38

MADDEN NFL 2004 87%
Publisher> EA Issue> #40

MAD MAESTROS 70%
Publisher> Eidos Issue> #22

MAFIA 71%
Publisher> Take Two Issue> #46

MALICE 60%
Publisher> Evolved Games Issue> #51

MARK OF KRI, THE 79%
Publisher> SCEA Issue> #33

MARVEL VS CAPCOM 2 84%
Publisher> Capcom Issue> #29

MASHED 79%
Publisher> Empire Int. Issue> #51

MASTER RALLYE 55%
Publisher> Microids Issue> #24

MAXIMO 84%
Publisher> Konami Issue> #20

MAX PAYNE 82%
Publisher> Take 2 Issue> #19

MAX PAYNE 2: THE FALL OF MAX PAYNE 65%
Publisher> Rockstar Issue> #45

MDK2 ARMAGEDDON 76%
Publisher> Interplay Issue> #09

MEDAL OF HONOR: FRONTLINE 89%
Publisher> EA Issue> #23

MEN IN BLACK 2: ALIEN ESCAPE 42%
Publisher> Atari Issue> #26

METAL ARMS: GLITCH IN THE SYSTEM 87%
Publisher> Vivendi Issue> #41

METAL GEAR SOLID 2 96%
Publisher> Konami Issue> #17
Near perfectly balanced and worth every bit of the hype. An all-time classic.

METAL GEAR SOLID 2: SUBSTANCE 78%
Publisher> Konami Issue> #33

METAL SLUG 3 74%
Publisher> Playmore Issue> #39

MICRO MACHINES 59%
Publisher> Atari Issue> #30

MIDNIGHT CLUB 2 80%
Publisher> Rockstar Issue> #37

MIDWAY ARCADE TREASURES 48%
Publisher> Midway Issue> #45

MIKE TYSON HEAVYWEIGHT BOXING 61%
Publisher> Codemasters Issue> #23

MINORITY REPORT 60%
Publisher> Activision Issue> #31

MISSION IMPOSSIBLE: OPERATION SURMA 59%
Publisher> Atari Issue> #44

MONSTERS, INC 41%
Publisher> Sony Issue> #19

MORTAL KOMBAT: DEADLY ALLIANCE 85%
Publisher> Midway Issue> #33

MOTO GP 74%
Publisher> SCEE Issue> #35

MOTOR MAYHEM 63%
Publisher> Atari Issue> #15

MR GOLF 56%
Publisher> Midas Games Issue> #34

MR MOSKEETO 52%
Publisher> Eidos Issue> #22

MTV MUSIC GENERATOR 83%
Publisher> Codemasters Issue> #50

MTV MUSIC GENERATOR 2 90%
Publisher> Codemasters Issue> #10
A musical pandora's box, offering professional results to everyone.

MTX MOTOTRAX 72%
Publisher> Activision Issue> #49

MUMMY RETURNS, THE 46%
Publisher> Vivendi Issue> #17

MUSIC 3000 81%
Publisher> Jester Interactive Issue> #35

MX 2002 78%
Publisher> THQ Issue> #14

MX RIDER 62%
Publisher> Atari Issue> #15

MX SUPERFLY 72%
Publisher> THQ Issue> #27

MY FIRE SHARD 15%
Publisher> THQ Issue> #48

MYSTIC HEROES 67%
Publisher> Koei UK Issue> #34

NAVAL OPS: WARSHIP GUNNER 63%
Publisher> Koei Issue> #41

NBA 2K2 70%
Publisher> Atari Issue> #35

NBA JAM 77%
Publisher> AcclaimIssue> Issue> #42

NBA LIVE 2003 82%
Publisher> EA Issue> #31

NBA LIVE 2004 84%
Publisher> EA Issue> #42

NBA HOOPZ 70%
Publisher> Midway Issue> #07

NBA STREET VOL2 85%
Publisher> EA Issue> #35

NEED FOR SPEED 88%
Publisher> EA Issue> #28

NEXT GENERATION TENNIS 2003 55%
Publisher> Wanadoo Issue> #38

NFL 2K3 76%
Publisher> Atari Issue> #35

NFL STREET 64%
Publisher> EA Issue> #46

NHL 2003 69%
Publisher> EA Issue> #28

NHL HITZ 2003 80%
Publisher> Midway Issue> #28

NHL HITZ: PRO 80%
Publisher> Midway Issue> #42

NIGHTSHADE 73%
Publisher> Sega Issue> #46

NINJA ASSAULT 73%
Publisher> SCEE Issue> #27

NO ONE LIVES FOREVER 73%
Publisher> Vivendi Issue> #21

NY RACE 40%
Publisher> Wanadoo Issue> #17

ONI 62%
Publisher> Take 2 Issue> #07

ONIMUSHA 2 89%
Publisher> Capcom Issue> #27

ONIMUSHA 3 92%
Publisher> Capcom Issue> #50
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.

ONIMUSHA: BLADE WARRIORS 75%
Publisher> Capcom Issue> #45

OPERATION WINBACK 68%
Publisher> Koei Issue> #08

ORPHEN 56%
Publisher> Activision Issue> #04

OUTLAW GOLF 2 75%
Publisher> SCEE Issue> #33

OUTRAGE: THE RAMPAGE 45%
Publisher> Sony Issue> #16

PARIS-DAKAR RALLY 60%
Publisher> Acclaim Issue> #15

PENNY RACERS 43%
Publisher> Midas Issue> #16

PETER PAN: LEGEND OF NEVERLAND 50%
Publisher> Sony Issue> #20

PITFALL: THE LOST EXPEDITION 72%
Publisher> Activision Issue> #47

PIGLET'S BIG GAME 60%
Publisher> Gotham Games Issue> #39

PIRATES: LEGEND OF BLACK KAT 38%
Publisher> EA Issue> #21

POLICE 24/7 49%
Publisher> Konami Issue> #19

POOL MASTER 45%
Publisher> Take 2 Issue> #05

POOL PARADISE 32%
Publisher> Awesome Studio Issue> #48

PORTAL RUNNER 55%
Publisher> 3DO Issue> #16

PREMIER MANAGER 80%
Publisher> Zoo Digital Issue> #31

PRINCE OF PERSIA 76%
Publisher> THQ Issue> #34

PRISONER OF WAR 74%
Publisher> SCEE Issue> #33

PRISONERS OF WAR 71%
Publisher> Codemasters Issue> #24

PRO EVOLUTION SOCCER 2 94%
Publisher> Konami Issue> #29
Konami's football hymnsheet will have have you singing with delight.

PRO EVOLUTION SOCCER 3 96%
Publisher> Konami Issue> #41
Refinement to the graphics and gameplay make this absolutely perfect.

PROJECT EDEN 86%
Publisher> Eidos Issue> #14

PRO RALLY 2002 68%
Publisher> Ubisoft Issue> #22

PTO IV 41%
Publisher> Koei Issue> #48

PUYO POP FEVER 85%
Publisher> Sega Issue> #46

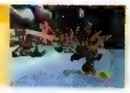
QUAKE 3 REVOLUTION 85%
Publisher> Bullfrog Issue> #08

RAINBOW SIX 3 77%
Publisher> Ubisoft Issue> #47

RALLY CHAMPIONSHIP 56%
Publisher> SCI Issue> #24

RALLY FUSION: RACE OF CHAMPIONS 68%
Publisher> Activision Issue> #29

RATCHET & CLANK 91%
Publisher> SCEE Issue> #29
A labour of love on every crafted level. Packing a ton of ingenious gadgets.



RATCHET & CLANK 2 85%
Publisher> SCEE Issue> #42

RAYMAN 48%
Publisher> Ubisoft Issue> #18

RAYMAN REVOLUTION 68%
Publisher> Ubisoft Issue> #05

RAYMAN 3: HOODLUM HAVOC 80%
Publisher> Ubisoft Issue> #34

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Publisher> Midway Issue> #04

RED CARD 80%
Publisher> Midway Issue> #23

RED DEAD REVOLVER 86%
Publisher> Rockstar Issue> #49

RED FACTION 88%
Publisher> THQ Issue> #11

RED FACTION 2 85%
Publisher> THQ Issue> #29

REIGN OF FIRE 71%
Publisher> Bam! Issue> #30

RESIDENT EVIL CODE: VERONICA X 80%
Publisher> Capcom Issue> #13

RESIDENT EVIL: DEAD AIM 68%
Publisher> Capcom Issue> #37

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA 41%
Publisher> Capcom Issue> #20

RESIDENT EVIL OUTBREAK (IMPORT) 86%
Publisher> Capcom Issue> #45

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION 80%
Publisher> Activision Issue> #38

REZ 66%
Publisher> Sony Issue> #18

RICHARD BURNS RALLY 66%
Publisher> SCi Issue> #51

RIDGE RACER 5 72%
Publisher> Namco Issue> #01

RIDING SPIRITS 46%
Publisher> Bam! Issue> #27

RIDING SPIRITS 2 48%
Publisher> Capcom Issue> #50

RING OF RED 74%
Publisher> Konami Issue> #10

RISE TO HONOUR 71%
Publisher> Sony Issue> #47

ROBOTECH: BATTLECRY 69%
Publisher> TDK Mediactive Issue> #30

ROBOT WARLORDS 46%
Publisher> Midas Issue> #08

ROBOT WARS: ARENAS OF DESTRUCTION 63%
Publisher> BBC Issue> #16

ROBOTECH 72%
Publisher> Terminal Reality Issue> #44

ROCKY 84%
Publisher> Rage Issue> #29

ROGUE OPS 38%
Publisher> Kemco Issue> #45

ROLLERCOASTER WORLD 50%
Publisher> Midas Issue> #47

ROMANCE OF THE THREE KINGDOMS VIII 70%
Publisher> Koei Issue> #48

R: RACER EVOLUTION 37%
Publisher> Namco Issue> #45

RTX RED ROCK 55%
Publisher> LucasArts Issue> #38

RUGBY 2004 81%
Publisher> EA Issue> #40

RUMBLE RACING 76%
Publisher> EA Issue> #10

RUNE: VIKING WARLORD 56%
Publisher> Take 2 Issue> #13

RYGAR: THE LEGENDARY ADVENTURE 75%
Publisher> Tecmo Issue> #33

SAMURAI 74%
Publisher> Bam! Issue> #25

SAMURAI JACK: THE SHADOW OF AKU 59%
Publisher> Sega Issue> #51

SAVAGE SKIES 67%
Publisher> Big Ben Issue> #34

SCOOBY-DOO: NIGHT OF 100 FRIGHTS 64%
Publisher> THQ Issue> #25

SCOOBY DOO: MYSTERY MAYHEM 51%
Publisher> THQ Issue> #49

SCRABBLE 2003 EDITION 64%
Publisher> Ubisoft Issue> #40

SECRET WEAPONS OVER NORMANDY 76%
Publisher> LucasArts Issue> #45

SEEK & DESTROY 69%
Publisher> Play It Issue> #39

SEGA BASS FISHING DUEL 55%
Publisher> Acclaim Issue> #33

SERIOUS SAM: NEXT ENCOUNTER 74%
Publisher> Take Two Issue> #49

SHADOW HEARTS 60%
Publisher> Midway Issue> #21

SHADOW MAN: 2ECOND COMING 68%
Publisher> Acclaim Issue> #20

SHADOW OF MEMORIES 80%
Publisher> Konami Issue> #06

SHELLSHOCK: NAM '67 71%
Publisher > Eidos Issue> #51

SHIFTERS 40%
Publisher > 3DO Issue> #24

SHINOBI 75%
Publisher> EA Issue> #35

SHOX 61%
Publisher> EA Issue> #28

SHREK 2 78%
Publisher> Activision Issue> #51

SHREK SUPER PARTY 58%
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SHOWDOWN: LEGENDS OF WRESTLING 72%
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SILENT HILL 3 87%
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SILENT SCOPE 3 54%
Publisher> Konami Issue> #31

SILPHEED 51%
Publisher> Working Design Issue> #03

SIMPSONS HIT AND RUN 77%
Publisher> Vivendi Issue> #42

SIMPSONS ROAD RAGE, THE 70%
Publisher> EA Issue> #16

SIMS, THE 85%
Publisher> EA Issue> #31

SIMS: BUSTIN' OUT, THE 73%
Publisher> EA Issue> #44

SINGSTAR 90%
Publisher> SCEE Issue> #49
For people who don't like games. And for people who love games.

SKY ODYSSEY 79%
Publisher> SCEE Issue> #08

SLAM TENNIS 77%
Publisher> Atari Issue> #25

SLED STORM 70%
Publisher> EA Issue> #21

SLY RACCOON 80%
Publisher> SCEE Issue> #31

SMASH CARS 54%
Publisher> Metro 3D Issue> #39

SMASH COURT TENNIS: PRO TOURNAMENT 87%
Publisher> SCEE Issue> #23

SMASH COURT TENNIS: PRO TOURNAMENT 2 85%
Publisher> Sony Issue> #50

SMUGGLER'S RUN 75%
Publisher> Take 2 Issue> #03

SMUGGLER'S RUN 2: HOSTILE TERRITORY 73%
Publisher> Take 2 Issue> #17

SOCOM: US NAVY SEALS 82%
Publisher> SCEA Issue> #30

SOCOM 2: US NAVY SEALS 90%
Publisher> Sony Issue> #44
Immersive and dramatic – this game alone is worth hooking up to broadband.

SOLDIER OF FORTUNE: GOLD EDITION 64%
Publisher> Codemasters Issue> #23

SONIC HEROES 66%
Publisher> Sega Issue> #46

SOS: THE FINAL ESCAPE 81%
Publisher> Agetec Issue> #33

SOUL CALIBUR 2 93%
Publisher> Namco Issue> #40
The very best fighter money can buy. Comes complete with old man Heihachi.

SOUL REAVER 2 74%
Publisher> Eidos Issue> #17

SPAWN ARMAGEDDON 69%
Publisher> EA Issue> #47

TOP FIVE

IRRITANTS

1. HENRI BLANC (ONIMUSHA 3)
2. OICHI (SAMURAI WARRIORS)
3. GRIFF (SSX3)
4. DAXTER (JAK & DAXTER)
5. PEY'J (BEYOND GOOD & EVIL)

MOODY MEN

1. MAX PAYNE (MAX PAYNE)
2. AURON (FINAL FANTASY X)
3. MAGOICHI SAIGA (ONIMUSHA 2)
4. RAY MACHOWSKI (GTA3)
5. JAMES SUNDERLAND (SILENT HILL 2)

VOICEOVERS

1. RAY LIOTTA (GTA: VICE CITY)
2. MICHAEL MADSEN (DRIV3R)
3. CHRISTOPHER WALKEN (TRUE CRIME)
4. LUCY LIU (SSX TRICKY)
5. JEAN RENO (ONIMUSHA 3)

TIMESPLITTERS AWARDS

1. MOST FLAMMABLE
2. RICOCHET KING
3. MOST DISHONOURABLE
4. FISTS OF FURY
5. DECAPITATOR

BROWN ZONE

4X4 EVOLUTION 2 36%
18 WHEELER 36%
AIR RANGER RESCUE HELICOPTER 24%
ALPINE RACER 3 31%
ARMY MEN: GREEN ROGUE 18%
ATLANTIS 3: THE NEW WORLD 19%
BUTT UGLY MARTIANS: ZOOM OR DOOM! 34%
CAT IN THE HAT, THE 27%
CHARLIE'S ANGELS 14%
CRASHED 31%
CURSE: EYE OF ISIS, THE 24%
CYCLONE CIRCUS: POWER SAIL 19%
DAVID BECKHAM SOCCER 24%
DISNEY'S DINOSAUR 35%
DNA: DARK NATIVE APOSTLE 37%
DONALD DUCK: QUACK ATTACK 29%
DRAGON'S LAIR 3D: SPECIAL ED. 27%
ETERNAL RING 35%
EVIL TWIN: CYPRIEN'S CHRONICLES 30%
FIGHTBOX 11%
FLINTSTONES, VIVA ROCK VEGAS 13%
FRANK HERBERT'S DUNE 22%
FROGGER BEYOND 35%
GAUNTLET 32%
CELEBRITY DEATHMATCH 33%
GODAI 26%
GO GO COPTER 37%
GO GO GOLF 15%
GRADIUS 3 & 4 29%
HIDDEN INVASION 21%
HUGO BUKKAZOOM 17%
INTERNATIONAL LEAGUE SOCCER 07%
IRON ACES 2 17%
JET ION GP 07%
KNIGHT RIDER 27%
LAKEMASTERS EX 36%
LARGO WINCH: EMPIRE UNDER THREAT 11%
LONDON RACER 2 23%
MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 33%
MUSIC MAKER 23%
PERFECT ACE PRO TENNIS 38%
POLAROID PETE 35%
POWERDROME: RACE OF CHAMPIONS 22%
POWERPUFF GIRLS, THE 29%
PRYZM: THE DARK UNICORN 15%
RC SPORTS COPTER CHALLENGE 36%
RUNABOUT 3 22%
SCORPION KING, THE: RISE OF THE AKKADIAN 23%
SEGA SOCCER SLAM 36%
SEVEN SAMURAI 20XX 33%
SHADOW OF ZORRO 35%
SHAUN PALMER'S PRO SNOWBOARDER 35%
SIMPSONS SKATEBOARDING, THE 09%
SKY SURFER 39%
SPACE INVADERS: INVASION DAY 30%
SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23%
STUNT GP 38%
SUNNY GARCIA SURFING 31%
SUPERCAR STREET CHALLENGE 36%
SURFING H3O 32%
SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 08%
TETRIS WORLDS 32%
TERMINATOR 3: ROTM 35%
TOP ANGLER 22%
TWIN CALIBER 32%
USA RACER 37%
WARRIORS OF MIGHT & MAGIC 24%
WDL WAR JETZ 29%
WHIRL TOUR 34%

SPEED KINGS 55%
Publisher> Acclaim Issue> #37

SPHINX AND THE CURSED MUMMY 64%
Publisher> THQ Issue> #46

SPIDER-MAN: THE MOVIE 70%
Publisher> Activision Issue> #24

SPIDER-MAN 2 92%
Publisher> Activision Issue> #51
Best movie license ever. Best superhero game ever. Best *GTA* clone. Enough said.

SPLASHDOWN 75%
Publisher> Atari Issue> #16

SPLASHDOWN 2: RIDERS CONE WILD 73%
Publisher> THQ Issue> #40

SPLINTER CELL 91%
Publisher> Ubisoft Issue> #34
The ultimate 'boys with toys' action adventure that's full of surprises.

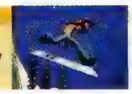
SPLINTER CELL: PANDORA TOMORROW 88%
Publisher> Ubisoft Issue> #51

SPY HUNTER 79%
Publisher> Midway Issue> #14

SPY HUNTER 2 67%
Publisher> Midway Issue> #46

SPYRO: ENTER THE DRAGONFLY 68%
Publisher> Universal Issue> #30

SSX TRICKY 95%
Publisher> EA Issue> #16
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.



SSX3 94%
Publisher> EA Issue> #41
One of the few games to make you feel good about life. Responsive and thrilling.

STAKE 77%
Publisher> Empire Issue> #38

STAR TREK VOYAGER: ELITE FORCE 75%
Publisher> Codemasters Issue> #23

STAR WARS: BOUNTY HUNTER 62%
Publisher> Activision Issue> #31

STAR WARS: JEDI STARFIGHTER 80%
Publisher> Activision Issue> #22

STAR WARS: STARFIGHTER 85%
Publisher> Activision Issue> #09

STAR WARS: SUPER BOMBAD RACING 45%
Publisher> Activision Issue> #11

STAR WARS: THE CLONE WARS 69%
Publisher> Activision Issue> #33

STATE OF EMERGENCY 72%
Publisher> Take 2 Issue> #20

STREET FIGHTER EX3 79%
Publisher> Capcom Issue> #05

STREET HOOPS 64%
Publisher> Activision Issue> #28

STUNTMAN 74%
Publisher> Atari Issue> #26

SUFFERING, THE 80%
Publisher> Midway Issue> #48

SUIKODEN 3 66%
Publisher> Konami Issue> #39

SUMMER HEAT BEACH VOLLEYBALL 56%
Publisher> Acclaim Issue> #39

SUMMONER 78%
Publisher> THQ Issue> #07

SUMMONER 2 75%
Publisher> THQ Issue> #29

SUM OF ALL FEARS, THE 57%
Publisher> Ubisoft Issue> #29

SUPER BUST-A-MOVE 78%
Publisher> Acclaim Issue> #04

SUPERFARM 60%
Publisher> Ignition Issue> #42

SUPERMAN: SHADOW OF APOKOLIPS 48%
Publisher> Atari Issue> #29

SUPER TRUCKS 45%
Publisher> Jester Issue> #22

SWAT GLOBAL STRIKE TEAM 82%
Publisher> Vivendi Issue> #42

SWING AWAY GOLF 70%
Publisher> EA Issue> #05

SX SUPERSTAR 53%
Publisher> Acclaim Issue> #38

SYPHON FILTER: THE OMEGA STRAIN 75%
Publisher> SCEA Issue> #50

TAK AND THE POWER OF JUJU 70%
Publisher> THQ Issue> #47

TAZ: WANTED 70%
Publisher> Atari Issue> #28

TD OVERDRIVE 64%
Publisher> Atari Issue> #23

TEENAGE MUTANT NINJA TURTLES 56%
Publisher> Konami Issue> #47

TEKKEN 4 90%
Publisher> SCEE Issue> #27
Way more of everything than the stopgap *Tournament* title. Brilliant.

TEKKEN TAG TOURNAMENT 87%
Publisher> SCEE Issue> #04

TENCHU: WRATH OF HEAVEN 70%
Publisher> Activision Issue> #34

TERMINATOR: DAWN OF FATE 49%
Publisher> Atari Issue> #28

TEST DRIVE: OFFROAD WIDE OPEN 44%
Publisher> Atari Issue> #16

THEME PARK WORLD 68%
Publisher> EA Issue> #05

THING, THE 83%
Publisher> Vivendi Issue> #27

THIS IS FOOTBALL 2003 74%
Publisher> Sony Issue> #28

THIS IS FOOTBALL 2004 75%
Publisher> Sony Issue> #47

THUNDERHAWK: OPERATION PHOENIX 70%
Publisher> Eidos Issue> #14

TIGER WOODS PGA TOUR 2004 91%
Publisher> EA Issue> #40

TIMESPLITTERS 78%
Publisher> Sony Issue> #16

TIMESPLITTERS 2 95%
Publisher> Eidos Issue> #28
Stunning multiplayer action PLUS a massive, varied single-player mode too.

TOCA RACE DRIVER 82%
Publisher> Codemasters Issue> #26

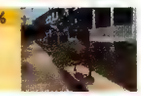
TOKYO ROAD RACE 45%
Publisher> Midas Issue> #36

TOMB RAIDER: THE ANGEL OF DARKNESS 58%
Publisher> Eidos Issue> #38

TONY HAWK'S PRO SKATER 3 96%
Publisher> Activision Issue> #17
A divinely-pitched challenge that'll keep you busy. Out now on Platinum.

TONY HAWK'S PRO SKATER 4 94%
Publisher> Activision Issue> #30
Despite not having the impact of *THPS3*, we suggest you get this version first.

TONY HAWK'S UNDERGROUND 92%
Publisher> Activision Issue> #42
Hardcore innovation meets cheesy execution. Tough, addictive and varied.



TOP GEAR DARE DEVIL 62%
Publisher> Planet Issue> #04

TOP GUN: COMBAT ZONE 67%
Publisher> Virgin Issue> #16

TOTAL IMMERSION RACING 74%
Publisher> Empire Issue> #31

TRANSFORMERS 84%
Publisher> Atari Issue> #49

TRANSWORLD SURF 72%
Publisher> Atari Issue> #26

TREASURE PLANET 75%
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TRIBES: AERIAL ASSAULT 74%
Publisher> Vivendi Issue> #37

TRUE CRIME 78%
Publisher> Activision Issue> #43

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Publisher> Acclaim Issue> #27

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Publisher> Sony Issue> #13

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UEFA EURO 2004 70%
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UFC: SUDDEN IMPACT 70%
Publisher> Take 2 Issue> #51

UFO THROWDOWN 75%
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UNLIMITED SAGA 41%
Publisher> Atari Issue> #42

UNREAL TOURNAMENT 82%
Publisher> Atari Issue> #07

URBAN FREESTYLE SOCCER 72%
Publisher> Acclaim Issue> #45

VAMPIRE NIGHTS 59%
Publisher> SCEE Issue> #21

VAN HELSING 67%
Publisher> VU Games Issue> #49

VEXX 73%
Publisher> Acclaim Issue> #34

VICTORIOUS BOXERS 80%
Publisher> Empire Issue> #14

VIRTUA COP: ELITE EDITION 44%
Publisher> Acclaim Issue> #30

VIRTUA FIGHTER 4 EVOLUTION 87%
Publisher> Sega Issue> #36

VIRTUAL-ON: MARZ 56%
Publisher> Sega Issue> #39

VIRTUA TENNIS 2 88%
Publisher> Acclaim Issue> #30

V-RALLY 3 81%
Publisher> Atari Issue> #24

WACKY RACES 63%
Publisher> Atari Issue> #11

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY 65%
Publisher> Activision Issue> #37

WALLACE AND GROMIT IN PROJECT ZOO 69%
Publisher> Bam! Issue> #41

WARHAMMER 40,000: FIRE WARRIOR 65%
Publisher> THQ Issue> #40

WAR OF THE MONSTERS 69%
Publisher> SCEE Issue> #34

WAY OF THE SAMURAI 80%
Publisher> Capcom Issue> #50

WDL THUNDER TANKS 69%
Publisher> 3DO Issue> #06

WEAKEST LINK, THE 60%
Publisher> Activision Issue> #16

WIPEOUT 72%
Publisher> Eidos Issue> #46

WHITEOUT 45%
Publisher> Konami Issue> #44

WHO WANTS TO BE A MILLIONAIRE 2 53%
Publisher> Eidos Issue> #17

WILD ARMS 3 74%
Publisher> Ubisoft Issue> #33

WILD WILD RACING 71%
Publisher> Rage Issue> #03

WINNING ELEVEN 7 INTERNATIONAL 89%
Publisher> Konami Issue> #50

WIPEOUT FUSION 73%
Publisher> Sony Issue> #19

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK 49%
Publisher> Cryo Issue> #30

WORLD CHAMPIONSHIP SNOOKER 2003 78%
Publisher> Codemasters Issue> #37

WORLD CHAMPIONSHIP SNOOKER 2004 80%
Publisher> Codemasters Issue> #51

WORLD RALLY CHAMPIONSHIP 2 85%
Publisher> SCEE Issue> #29

WORLD RALLY CHAMPIONSHIP 3 89%
Publisher> SCEE Issue> #42

WORLD CHAMPIONSHIP RUGBY 55%
Publisher> Acclaim Issue> #48

WORLD WAR ZERO: IRONSTORM 77%
Publisher> MC2 Issue> #48

WORMS 3D 89%
Publisher> Sega Issue> #42

WORMS BLAST 57%
Publisher> SCEE Issue> #21

WRECKLESS: THE YAKUZA MISSIONS 38%
Publisher> Activision Issue> #30

WWE CRUSH HOUR 49%
Publisher> THQ Issue> #37

WWE SMACKDOWN! SHUT YOUR MOUTH 82%
Publisher> THQ Issue> #29

WWE SMACKDOWN! JUST BRING IT 80%
Publisher> THQ Issue> #16

XGRA: EXTREME G 75%
Publisher> Acclaim Issue> #40

X-MEN: NEXT DIMENSION 67%
Publisher> Activision Issue> #31

X-MEN: WOLVERINE'S REVENGE 72%
Publisher> Activision Issue> #36

X SQUAD 59%
Publisher> EA Issue> #06

YU-GI-OH!: DUELLISTS OF THE ROSES 62%
Publisher> Konami Issue> #41

ZONE OF THE ENDERS 2: THE 2ND RUNNER 79%
Publisher> Konami Issue> #35

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Broken Sword 3: S. Dragon
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Crimson Skies
Dead to Rights
Deus Ex: Invisible War
DRIV3R
Full Spectrum Warrior
Grand Theft Auto: Vice City
Halo
Hitman 3: Contracts
Jurassic Park: Op. Genesis
Manhunt
Max Payne
Medal of Honor: Frontline
Medal of Honor: R. Sun
Need for Speed Underground
Ninja Gaiden
Rainbow Six 3
Red Dead Revolver
Shadow Ops: Red Mercury
Spiderman The Movie
Splinter Cell
Splinter Cell 2: Pandora T.
Star Wars: Knights Old Rep.
Starsky & Hutch
Suffering
The Sims
The Sims: Bustin Out
The Suffering
Thief: Deadly Shadows
Tiger Woods Golf 2004
Tony Hawk's Underground
Von Helsing

Plus Many More...

GAMECUBE

Bad Boys 2*
Bulletproof Monk*
Call of Duty: Finest Hour
Die Hard: Vendetta
Dragon Ball Z: Budokai
Eternal Darkness
Harry Potter: P. of Azkaban
Medal of Honor: R. Sun
Metal Gear Solid: T. Snake
Pokemon Colosseum
Res. Evil: Code Veronica X
Resident Evil
Resident Evil Zero
Rogue Leader
Rogue Ops
Splinter Cell 1: Pandora T.*
SSX 3
Star Wars: Rebel Strike
Super Smash Bros Melee
Tony Hawk's Underground
XIII (Thirteen)
Zelda: Majora's Mask
Zelda: The Wind Waker

Plus Many More...

PS ONE

Alone in the Dark 4
Beyblade
Com. & Conq.: Red Alert
Digimon World
Dragonball Z: Final Bout
Driver 2
Final Fantasy 7
Final Fantasy 8
Legacy of Kain: Soul Reaver
Road Rash
Syphon Filter 3
Tomb Raider 3
Yu-Gi-Oh! Forbidden M.

Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: Shat. Sky
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alias
Alone in the Dark 4
Animal Leader
Armored Core 3
Armored Core
Army Men RTS
Atlantis 3: New World
ATV Offroad Fury 2
ATV Quad Racing 2
Auto Modellista
B = 0 2
Backyard Basketball
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG N.B.A. Street
Bionicle
Blade 2
Bloodrayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter Star Wars
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2: Point of Impact
Bust-A-Move 4
C = 0 3
Call of Duty: Finest Hour
Champion of Norrath
Champions of Norrath
Clock Tower 3
Club Football
Colin McRae Rally 2
Colin McRae Rally 4
Combat Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Corvette
Crash Bandicoot: W. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Cy Girls
D = 0 4
Dakar 2
Dark Alliance
Dark Angel
Dark Cloud 2
Dave Mirra Freestyle BMX 2
DDRMAX: Dance D. Revol.
Dead or Alive 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Défiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Devil D.
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disgaea: Hour of D.
Disney Sports Skateboarding
Distant Thunder
Dot Hack
Downhill Domination
Dr. Seuss: The Cat in the Hat
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Drakan: Ancient Scrolls
Drakengard
DRIV3R
Drome Racers
Dynasty Warriors
Dynasty Warriors 3
Dynasty Warriors 4 Hyper Leg.
Dynasty Warriors 4
E = 0 5
Ecco the Dolphin
Eggo Mania
Elemental Force
Elite Force: Voyager
Emotion Type-S: Dating
Emperor's Tomb
Enal Gamma
England Int. Football
Enter the Matrix
Escape from Monkey Island
ESPN NFL Football
Euro 2004
Everquest Online Adventures
Everything or Nothing: 007
Evil Dead: Fist of Boomstick
Extermination
Extreme G Racing Assault
Eye Toy: Play
F = 0 6
Fantastic 4
FIFA 2003
FIFA 2004
FIFA 2005
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter F.D.12
Forbidden Siren
Formula 1 2003
Formula 1 2004
Freedom Fighters
Freestyle Metal X
Fugitive Hunter
Futurama
G = 0 7
G1 Jockey
Getaway
Ghost Hunter
Ghost Recon: Jungle Storm
Gladiator: S. of Rome
Gladius
Goblin Commander
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo Concept
Grand Theft Auto 2
Grand Theft Auto: V. City
Great Escape
Gumball 3000
Gungrave: Overdose
H = 0 8
Hack (Dot)
Harry Potter: Chamber of S.
Harry Potter: P. Azkaban
Harry Potter: Philosopher's S.
Haunted Mansion
Haven: Call of The King
Headhunter
Headhunter: Redemption
Here Comes The Pain
Hitman: Blood Money
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward
Hyper Street Fighter 2
I = 0 9
Ico
Indiana Jones
Infected
International Cricket
International Football
Iron Storm
Italian Job: L.A. Heist
J = 1 0
Jade Empire
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron: Dark Angel
Jet Li's Rise to Honor
Judge Dredd: Dredd vs Death
Jurassic Park: Op. Genesis
Just Cause
K = 1 1
Kamaitachi
Kelly Slater's Pro Surfer
Kill.switch
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knights Rule
Knockout Kings 2003
Kya: Dark Lineage
L = 1 2
Lara Croft: Angel of Darkness
Legaia: Wrath
Legend of Kain: Defiance
Legend of Kain: Soul Reaver
Legend of Wrestling
Legend of Wrestling 2
Legend of Wrestling II
Legion: Leg. of Excalibur
Lethal Skies 2
Lethal Weapon: 2003
Lethal Weapon: 2004
Lifeline: Tunnel Back or Action
Lord of the Rings: 3 of King
Lord of the Rings: 3 of King
Lord of the Rings: T. Towers
Lowrider
M = 1 3
Mace Griffin: Bounty Hunter
Madden 2003
Madden 2004
Magic: Twilight
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix: Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor: Frontline
Medal of Honor: R. Sun
Medal Silent Scope 3
Metal Gear Solid 2: Subst.
Harry Potter: Chamber of S.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Mission: Impossible: O.S.
Mission: Impossible: Escape from
Mortal Kombat: Deadly Alli.
Mr. Mosquito
MTX: Motorrax
Mummy Returns
Muppet Party Cruise
Mushroom Men: Spore Wars
MX Unleashed
My Street
N = 1 4
NASCAR Thunder 2003
Naval Ops: Warship Gunner
NBA Jam 2004
NBA Street Volume 2
Need for Speed Undergr.
Need for Speed: N. Pursuit 2
NHL 2004
Nightfire
Nightshade
Nightshade: Masked Rider
Nine Dragons
O = 1 5
Oni
Onimusha: Demon Siege
Onimusha Blade Warriors
Operation: Flashpoint
Outlaw Golf
Outlaw Golf 2
Outlaw Tennis
Outlaw Volleyball
P = 1 6
Pac-Man World 2
Pandora Tomorrow
Pitfall: Harry
Premier Manager 2003/4
Premier Manager 2004/5
Primal
Prince of Persia: S. Time
Prisoner of Azkaban
Pro Evolution Soccer
Pro Evolution Soccer 3
Project Zero
Project Zero 2
R = 1 8
Rampage: Thr. T.
Ratchet and Clank
Ratchet and Clank 2
Rayman 3
Red Dead Revolver
Red Faction
Red Faction 2
Reign Of Fire
Res.Evil: Code Veronica X
Resident Evil: Deadly Silence
Resident Evil: Outbreak
Return to Castle Wolfenstein
Richard Burns Rally
Riding Spirits
Rise of the Kasai
Rise to Honor
Risk: Global Domination
Road Rage
Road Kill
Robert Rodriguez's Sh. Runner
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTX: Army Men
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rygar: Legendary Adventure
S = 1 9
Samurai Jack: Shad. of Aku
Scaler 2
Scooby Doo: Night Cursed
Secret Service
Serious Sam
Serious Sam: Next Encounter
Seven Samurai 20XX
Shadow Hearts
Shadow Hearts 2
Shinobi
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin Out
Skies of Arcadia Legends
Smackdown! Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smash Court Tennis Pro T.
Smuggler's Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Spawn
Spectral Vision
Spectrobes
Spectrobes: Beyond the G.
Spider-Man
Spider-Man 2
Spider-Man The Movie 2*
Splashdown
Splinter Cell: Pandora T.
Spy Fiction
Spy Hunter
Spy Hunter 2
Star Trek: Bridge Comm.
Star Trek: Elite Force 2
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Starsky & Hutch
Stuntman
Stuntman: Ice Breaker
Summer Heat Beach Volley
Summoner
Summoner 2
Super Bust-A-Move
Super Monkey Ball
Super Monkey Ball 2
Swat: Global Strike Team
Sword of the Samurai
T = 2 0
Tak and the Power of Juju
Tak: The Great Juju Chall.
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3: R.of Machines
The Bouncer
The Hobbit
The Italian Job: L.A. Heist
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Sims
The Sims: Bustin Out
The Suffering
The Thing
Thief: Deadly Shadows
Third Space Snowboarding
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Crisis 2
Time Splitters 2
TOCA Race Driver
Tom Clancy's Ghost Recon
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's Splinter Cell 2
Tomb Raider: Angel of Dark
Tomb Raider 7 The Depths
Tomb Raider 8 The Prophecy
Tony Hawk's Pro Skater 3
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Touchdown
Transformers
True Crime: Streets of LA
Turok: Evolution
Twisted Metal Black
U = 2 1
UEFA Euro 2004
UFC: Sudden Impact
Urban Freestyle Soccer
US Open Sports 2004
V = 2 2
Vexx
Vice City: Grand Theft Auto
Viewtiful Joe
Virtua Fighter 4
Virtua Tennis 2
Voyager Elite Force
W = 2 3
Wakeboarding Unleashed
War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Wave Race: Blue Storm
Way of the Samurai 2
Wild Arms 3
Wipeout Fusion
Wizardry: Return to Profit
World Champ. Snooker 2004
World Champ. Snooker 2005
World Racing
World Racing 2
World Rally Championship
World Rally Championship 2
Worms 3D
WRC: World Rally Champ.
Wreckless: Yakuza Missions
WWE Smackdown 4: S.Y.M.
WWE Smackdown 5: HCTP
X = 2 4
X-Files: Resist or Serve
XIII
XIII (Thirteen)
Xyanide: Resurrection
Y = 2 5
Yager
Yu-Gi-Oh! Duel. of Roses
Z = 2 6
Z.O.E.: Zone Of Enders
0-9 = 2 7
007 Agent Under Fire
007: Ev. Is Not Enough
13 (XIII)
18 Wheeler

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24hr Customer Service: (Freephone) 0800 081 6000

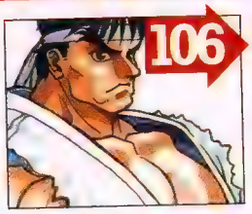
QUICK TIP: DRIV3R TO GET ALL OF THE WEAPONS PRESS L1, R2, ▢, ◎, L1, R2, L2.

PRO

TRAINING YOU IN THE DARK ARTS OF PS2

100 SPIDER-MAN 2
The movie's out. And so's the web-tastic game. So there's no better time for PSM2 to help refine your crime-fighting and city-swinging techniques.

102 DRIV3R
We bust open all Driv3r's juiciest secret bits – the location of special luxury cars and all those pesky water-wing-wearing Timmy Vermicelli types. Blam!



106 ULTRA DOJO
The ever-popular Dojo has just had a full makeover. It's now shorter and sweeter, and best of all, you get to set the challenges. Are you a Dojo master?

PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level-by-level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use ◎ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers' challenge arena – the Ultra Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight to the point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!

TIP OF THE MONTH

PSI OPS: THE MINDGATE CONSPIRACY

Use the power of your mind to beat the game. Or these tips.

Midway is turning into a company full of surprises. First they unleashed *The Suffering*, which turned out to be the best horror action game we've played in quite some time, and then there's this: a splendidly entertaining game of throwing men into walls with just the power of your mind. So to celebrate... have some cheats. Super.

CHEATS!
To enter these, simply scroll down to 'Extra Content' and press L1 to open up a keypad. Type in the following numbers for the requisite cheats...

Take Less Damage: 548975
Use Less Psi Power: 456456
All Powers: 537893
Unlimited Ammo: 978945
No Head: 987978

Playing Modes
Arcade Mode: 05051979
Co-op Mode: 07041979
Survival Mode: 7734206
Dark Mode: 465486

Nick Character Models
Training Nick: 564689
Urban Nick: 484646
Wasteland Nick: 975466
Stealth Nick: 456498

Barett Character Models
Barrett: 497878
Training Barret 1: 196001
Training Barret 2: 196002
Training Barret 3: 196003
Training Barret 4: 196004
Training Barret 5: 196005
Training Barret 6: 196006

Sara Character Models
Sara: 135488
Psi Sara: 468799
Suicide Sara: 678999

tips

Wei Lu Character Models
Wei Lu: 231324
Dragon Wei Lu: 978789
Tranquility WeiLu: 654654

General Character Models
General: 459797
Clown General: 431644

Other Character Models
Marlena: 489788
Tonya: 136876
Fetish Pyro: 231644
Bikini Pyro: 135454
Saranae: 65496873
Jov: 468987
MP1: 321646
MP2: 698799
MP3: 654659
Jack: 698798

Soldier: 365498
Burned Soldier: 454566
Labcoat: 998789
Dock Worker: 364654
Komiko: 978798
Scorpion: 546546

Extra Missions
Pitfall: 05120926
Panic Room: 76635766
Up And Over: 020615
Stop Lights: 945678
Gasoline: 9442662
Bottomless Pit: 154897
TK Alley: 090702
Gear Gauntlet: 154684
Tip The Buddha: 428584
Psi Pool: 565485
Aura Pool: 659785

Bouncy Bouncy: 568789
Gnomotron: 456878

SPIDER-MAN 2

Complete Story Mode
If you can't be fagged to finish the story mode of the game – and why not? You've spent 40 quid on it after all – then this handy code is all you need to get that troublesome gameplay business out of the way. Cunningly, the code is Treyarch spelt backwards – which is HCRAYERT. Yes. It gets you 40% through the game (as there's much more to it than simply the Story mode), starts you off with 200,000 hero points and also a few upgrades. Nice.

Unlock the Theatre and the Fight Arena
To Unlock the *Spider-Man 2* Theatre, and the *Spider-Man 2* Fight Arena, simply complete all the missions in Chapters 1-15. In Chapter 16 you'll have free-roam with one mission: Get 50,000 more hero points. Go to a store with 6000 hero points or more and scroll around for a camera icon. It costs 1,000 Hero Points. This is the theatre. You'll be able to watch the Credits, Treyarch intro, and Activision intro. There's a posing Spider-Man icon next to the camera – this is the Fight Arena. Buy it for 5,000 hero points. The warehouse where you FIRST battled Shocker is where you'll find the arena. Lovely.

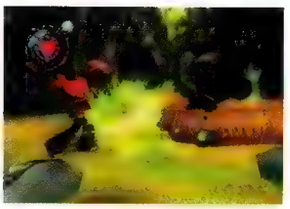
ALIAS

No relation to the Rockford Files' James Garner.

Ah, the lovely Jennifer Garner and her lovely, lovely bits. Watching Alias is always a pleasure, and it's always a joy to see what kerr-aazy costume she'll turn up in next. Anyhoo, if you want to relive your favourite moments from the game – much like we, er, like to relive our favourite bits of the show – after finishing the game once on the New game screen press: L1 and R1 to access a level select.

SHREK 2

All Levels Open:
Enter the first level and press the start button. Go to the scrapbook and enter ←, ↑, ⊗, ◎, ←, ↑, ⊗, ◎, ←, ↑, ⊗, ◎, ↑, ↑, ↑, ↑, ↑. When entered correctly you'll hear a voice announce: "That's what I call spreading joy."



MALICE

Unlimited Mana
Go to sound options and pick soundtrack. Now listen to the tracks 7,3,1,5,8 – start a new game and you'll have unlimited mana. Niiiice.

Four Secret Crystal Hearts
Die on purpose and go the Beach of Souls; on the next beach with the lighthouse go through the jumps that are in time with the firefly to find four hearts.

RED DEAD REVOLVER

Completion bonuses
Successfully complete the game to unlock Bounty Hunter mode and Hard mode. Successfully complete the game in Hard mode to unlock the Very Hard and Red Wood Revolver (where you play as the Manny Quinn training dummy) modes. Additionally, buy every item from the stores to unlock all showdown characters and journal pages.

Cheat Mode
Play through the game in bounty hunter mode to unlock various cheats, as follows:

Chapter 1: Morning Star (Red's mother) as a showdown character.
Chapter 2: Sad Stars cheat.
Chapter 5: Sheriff Bartlett as a showdown character.
Chapter 11: Smitty as a showdown character.
Chapter 14: Matilda as a showdown character.
Chapter 18: No HUD cheat and Grizzly as a showdown character.
Chapter 20: Bite the Bullet cheat.
Chapter 21: No Distortion cheat.
Chapter 24: Infinite Deadeye cheat.
Chapter 25: Golden Gun cheat.

Secret shop
At the beginning of the level after you play as Shadow Wolf, turn around and go back to the jail cell that you and the Buffalo Soldier were in. You can talk to the skeleton. The shop menu will open, and you can buy a horseshoe and snake oil.

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

MANHUNT (M)

0E3C7DF2 1853E59E
EE8BF1BA BCA99C80

OPEN ALL LEVELS	ALL LEVELS MAX STARS
CE40DFFA	CE40DF86
BCA99B84	BCA99B88
CE40DF2A	CE40DF36
BCA99B84	BCA99B88
CE40DE5A	CE40DE66
BCA99B84	BCA99B88
CE40DD8A	CE40DD96
BCA99B84	BCA99B88
CE40DD3A	CE40DDC6
BCA99B84	BCA99B88
CE40DC6A	CE40DC76
BCA99B84	BCA99B88
CE40D39A	CE40D3A6
BCA99B84	BCA99B88
CE40D3CA	CE40D3D6
BCA99B84	BCA99B88
CE40D27A	CE40D206
BCA99B84	BCA99B88
CE40D1AA	CE40D1B6
BCA99B84	BCA99B88
CE40D1DA	CE40D1E6
BCA99B84	BCA99B88
CE40D00A	CE40D016
BCA99B84	BCA99B88
CE40D7BA	CE40D746
BCA99B84	BCA99B88
CE40D7EA	CE40D7F6
BCA99B84	BCA99B88
CE40D61A	CE40D626
BCA99B84	BCA99B88
CE40D54A	CE40D556
BCA99B84	BCA99B88
CE40D4FA	CE40D486
BCA99B84	BCA99B88
CE40D42A	CE40D436
BCA99B84	BCA99B88
CE40CB5A	CE40CB66
BCA99B84	BCA99B88
CE40CA8A	CE40CA96
BCA99B84	BCA99B88

SONIC HEROES (M)

0E3C7DF2 1853E59E
FE80390E BCC75816

999 RINGS	1 RING FOR 9999999 POINTS
DE939F2E	DE93997A
BCA99B83	BCA99B83
99 LIVES	
DE93981A	**FREEZE TIMER**
BCA99B83	DE93A50E
	BCA99B83
ALL AT MAX LEVEL	
DE972986	**ALL STORY LEVELS AND CG THEATRE OPEN**
E0AF9B86	DEAEC62A
DE965A3A	BCA99B83
E0AF9B86	DEAEC6CA
	BCA99B83
1 RING FOR FULL TEAM BLAST	DEAEC596
DE939B3A	BCA99B83
680B9B83	

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

CASTLEVANIA (M)

0E3C7DF2 1853E59E
EE50026A BC178FFA

MAX GOLD DE284C5E C1999B83	MAX INT DE28413A 036CEA03
MAX HEALTH DE284CBE 036CEA03	MAX CONSTITUTION DE2841C2 036CEA03
INFINITE HEALTH DE2841A6 036CEA03	MAX LUCK DE2841CE 036CEA03
MAX MP DE284C7A BCAA2122	ALL SKILLS DE2842DA BBA89A82
INFINITE MP DE284C06 BCAA2122	GIANT BELMONT DE284D2E FCA99B83
MAX HEARTS DE284CBA 036CEA03	DE284D2A FCA99B83 DE284D36 FCA99B83
INFINITE HEARTS DE284C46 036CEA03 DE2841A2 036CEA03	SMALL BELMONT DE284D2E FBA99B83 DE284D2A FBA99B83 DE284D36 FBA99B83
MAX ATTACK DE28413E 036CEA03	20 BELMONT DE284D36 FAA99B83
MAX DEFENCE DE2841DE 036CEA03	

BALDUR'S GATE DARK ALLIANCE 2 (M)

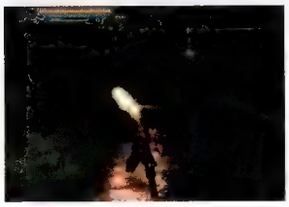
0E3C7DF2 1853E59E
EE8EFD16 BCA99B91

INFINITE MONEY DE490EDA BC413102	PRESS L2 FOR MAX ITEMS 0EB20078 BCA99982 DE941532 E0AF9BB5
ALL SKILLS MAXED OUT DE956DE2 E0B99B92	0EB20078 BCA99982 DE94153A 5E4F9B87
1000 XP PER KILL DE936C3A E02E9E6B	0EB20078 BCA99A82 DE941532 424F9B87 0EB20078 BCA99A82 DE94153A D0E99B91
INFINITE REJUVENATE POTION USE DE9512A2 BCA99B83	INFINITE HEALTH DE490E22 02719B83
INFINITE HEALTH POTION USE DE951D96 BCA99B83	DE490E2E 02719B83

Extra health in Bar Fight
During the Bar Brawl, go upstairs in the saloon and talk to the two ladies in the bath. You will get an option to take a bath with them for $1,500, which will increase your maximum health.

Extra money in Hell Pass
When playing as the Buffalo Soldier, you can shoot the driver of the wagon in the head as much desired and it will not kill him. Each time you shoot him, you will get $8. You can couple this with killing the Indians to get massive combos.

Health upgrade in the Mountain Mine
On the Mountain Mine level, you must get various keys in order to complete the level. One of the keys is in a jail cell with a young lady. After you free her, talk to her again. You will receive a health upgrade for only $1. Bargain!



ONIMUSHA 3: DEMON SIEGE

Bonus Modes
Unlock Critical mode by beating the game on hard difficulty. Critical mode means that only critical hits will kill your enemies.
Unlock Ultimate mode by completing the Oni Target Practice mini game. Ultimate mode gives each character their most powerful weapon, a load of helpful items, and every weapon acquired will be at its maximum level.

Difficulty Levels
To unlock Easy mode, die three times in a stage while playing on the Normal setting. Clear Normal mode to unlock Hard mode and unlock Devilish mode by beating the game with Critical mode enabled.

Extended Ending
Find all of Ako's vests for a longer ending.

Mini Games
Oni Target Practice: Complete the game on a normal setting to unlock Oni Target Practice. Character must use guns or arrows to pick off Genma eggs that go by on tracks.

Adventures of Heihachi: Complete the game on a Normal setting to unlock this short storyline featuring the legendary Heihachi.

Oni Training: Complete every training session and beat the game to unlock this bonus training session.

Genma Puzzle Space: Solve every Puzzle Treasure Box in the game and complete the game to unlock this interesting mini-game.

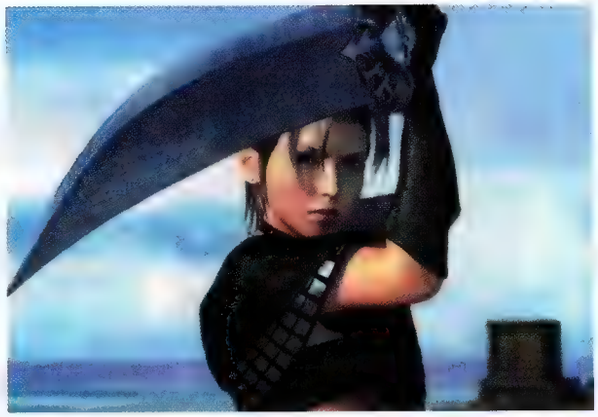
Samanosuke's Warlords Weapons
To unlock the three weapons that Samanosuke wielded in *Onimusha: Warlords* obtain the Fire Seal, the Thunder Seal and the Wind Seal and complete the game. The next time the game is played through the three weapons reappear in the alleyway where Samanosuke materializes in the present time period.

Secondary Costumes
Samanosuke's Western Outfit: Complete the game with high scores as Samanosuke or complete it while wearing Jacques' secondary outfit.

Samanosuke's Panda Suit: Complete the Oni Training mini-game, otherwise it becomes available if there is a save from *Onimusha Blade Warriors* on the memory card.

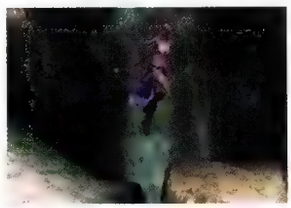
Jacques' Eastern Look: Complete the game with high scores as Jacques or complete it wearing Samanosuke's secondary costume.

Michelle In a Bathroom towel: Beat the game with an "S" ranking in Normal or higher difficulty setting.



White Vest Healing
If Ako has the white vest, you can heal much, much quicker than normal by twirling the right analogue stick as Ako is doing the healing.

Unlimited Souls
To acquire an unlimited amount of souls, after obtaining the Oni Army Orb, get to second area. Kill the initial wave of foes, and find something to hold down the soul absorption button. Your Oni army will continue to defeat the spawning Genma, and you will receive all their souls. This will probably take some time before acquiring a large amount.



FINAL FANTASY X-2

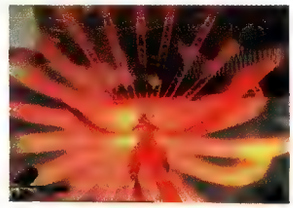
Extra Ending
First you'll have to meet with Maechen at Guadosalam in Chapter 3. You'll find him when you meet up with Logos and Ormi in the same area. Next you have to get the "whistling" scene with Yuna at the end of Chapter 3. When you're alone in the Farplane, move Yuna around and continually press the ⊗ button. You'll hear whistling. That means you have activated the event. Next thing you have to do is get an Episode Complete in Luca during Chapter 5. All you have to do there is visit the location where Tidus taught Yuna how to whistle. Next, get an Episode Complete in Besaid. Finally, once you've beaten the game, keep tapping the ⊗ button to get the ending.

Unlockable Dungeons
Besaid Secret Cave: Get Besaid key and get the search sphere.
Den of Woe: Collect all 10 Crimson Spheres.
Fiend Colony: Send a level 5 Chocobo to Mihen Road
Via Infinito: On chapter 5, go into the room with the lift and go to the right. You should see the kinderguardians there and a new portal next to them.

DRAKENGARD

Easy Weapon Levelling
To level up weak weapons quickly, go to Story mode, chapter 1, verse 2 (to the castle) on Easy mode. Equip Spiked Wisdom, Butcher's Joy, or another weapon where the magic creates an aura around you that can quickly kill enemies. Charge up the magic meter, cast the spell, then quickly press/hold R2, switch weapons to the one you want to level up, and then run around at enemies. The aura will kill enemies for as long as it lasts, while the kills go toward the currently equipped weapon. Once the aura runs out, just switch back and repeat.

Sky Mission Jet
Upon finishing Chapter 13, when you go to do the Free Mission at Shinjuku, beat it and you will unlock the Jet. For Sky Missions, on the Dragon Select Menu, you should normally see Red Dragon Level 1, 2, 3 and Chaos Dragon. If you go one below Chaos Dragon (which means while you're highlighting Chaos Dragon, just press ↓), and you will be highlighting '???', select it and you will hear Manah's voices. Now you should be riding on a Jet. What fresh lunacy is this?



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mario winans ft diddy - i dont wanna know	3210908
shaznay lewis - never felt like this before	3210909
mcfly - obviously	3210910
outkast - roses	3210911
kelis - trick me	3210912
george michael - flawless	3210913
jay sean ft rishi rich - eyes on you	3210914
blue - bubblin	3210915
black eyed peas - lets get it started	3210916
kylie minogue - chocolate	3210917
damien rice - cannonball	3210918
basement jaxx - good luck	3210919
beverley knight - come as you are	3210920
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jet - are you gonna be my girl	3210924

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madness - baggy trousers	3210964
madonna - holiday	3210965
metallica - enter sandman	3210966
michael jackson - billie jean	3210967
missy elliot - work it	3210968
muse - time is running out	3210969

key word - tones

ringtone compatibilities

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3211123

This fantastic new beat em up is set to blow away all others! fight an army of evil enemies and become the martial arts master

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3211122

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3211125

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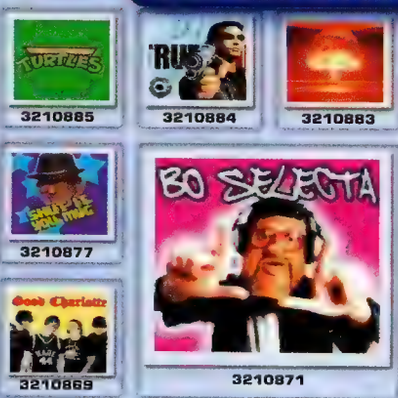
key word - fast

colour wallpapers



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3210855 3210854 3210853 3210852 3210851 3210850 3210849 3210848

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key word - pic

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key word - fx

colour animations 50p

3210901 3210900 3210899 3210898

3210897 3210896 3210895 3210894

3210893 3210892 3210891 3210890

3210889 3210888 3210887 3210886

key word - anim

graphics compatibilities

COLOUR GRAPHICS **Alcatel** 535, 735, **Motorola** A830, A920, C350, e365, T720e, **Nokia** 3300, 3510i, 3520, 3530, 3650, 5100, 6100, 6220, 6600, 6610, 6610i, 6800, 7210, 7250, 7650, N-Gage, **Panasonic** GD87, **Sagem** MYG5, MYX-6, **Samsung** E700, s300, V200, **Sharp** GX10, GX20, **Siemens** S55, S57, SL55, **Sony Ericsson** P800, T300, T300i, T610, T68, T68i, T69. COLOUR ANIMATIONS **Alcatel** 535, 735, **Motorola** A830, A920, C350, e365, T720e, **Nokia** 3300, 5100, 6100, 6220, 6610, 6800, 7210, **Panasonic** GD87, **Sagem** MYG5, **Samsung** E700, s300, V200, **Sharp** GX10, GX20, **Siemens** S55, SL55, **Sony Ericsson** T610, T68i.

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"DOC OCK'S AS CRAZY AS A HATFUL OF BADGERS"

SPIDER-MAN 2

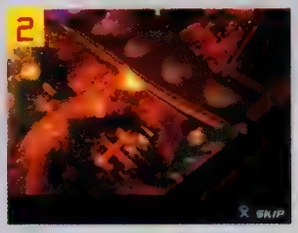
Crawling the walls in rage? Unwind with our guide to the most difficult chapters.

Spider-Man 2 is a big old game. Although you can probably knock through the 'main' game in a weekend if you're dedicated, there's far more to it than that, with tokens to collect and Hero Points to accrue. But before you get your head 'round those you'll have some fiendishly difficult bosses and puzzles to endure – and that's where we come in. We've put together a small-but-perfectly-formed guide to the hardest chapters of the game to get you on your way. Enjoy!

CHAPTER 9 WHEN ALIENS ATTACK

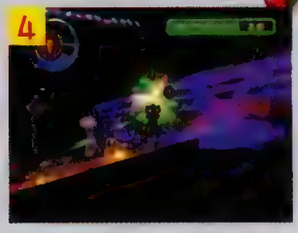
1

This is Mysterio. Wherever he's from, he's going to deliver a whole world of hurt to Spidey in this chapter. Be brave.

2

Rescue the journalist. There's one dangling off each balcony and they are your top priority, as they'll drop eventually.

3

Charge a jump, leap the balconies, pick up the journos and move back to the edge. Charge jump straight up, and swing back.

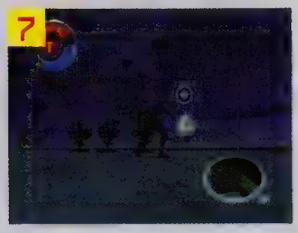
4

After saving the journalists on both sides, the timer stops (phew). Take out some of the irritating flying mechs right now.

5

Pick up these guys one at a time, from the stage. You'll need to get a lot of height to get them to the exit at the back.

6

To finish this tricky mission you need to release six journalists and kill the mechs. Don't risk landing on the burning floor.

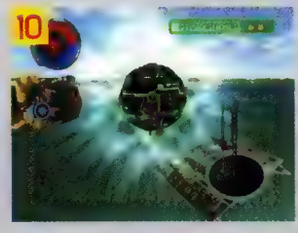
7

The next challenge is even stiffer. You need to swing all the way out to the Statue of Liberty without falling in the water.

8

Keep swinging steadily out, using the boost as you reach the bottom of a swing to speed you up, and charge your jumps.

9

Latch onto one of the UFOs at the base and it will rocket you skywards towards the pods you need to destroy.

10

There are eight pods to destroy. Your punch is 'homing' so stab attack when you're nearby one – one hit is all it takes.

11

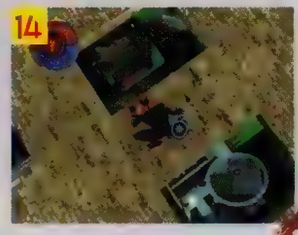
When you fail, web one of the UFOs arrayed around the base. You'll be shot right back up to the top.

12

Once all eight pods have been destroyed, you need to land on top of the central UFO. Do this quickly or the pods regenerate.

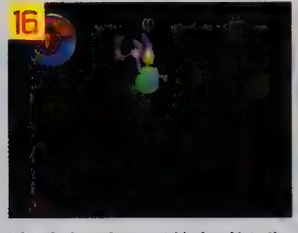
13

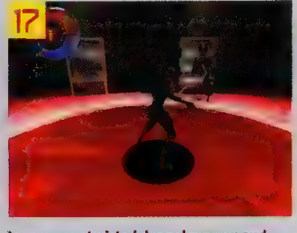
Use Spider Reflexes to punch the brain to death, dodging the rotating blades on the floor. It shouldn't be too hard.

14

Mysterio's secret hideout isn't so secret, what with that blue marker pointing it out. Time for revenge.

15

These killer clowns are annoying, but just watch out for their big axes. Run in, punch, retreat and repeat. Easy.

16

After the lone clown outside, head into the funhouse where three more await. It shouldn't be hard, as they're pretty easy.

17

Ignore your twisted doppelgangers and run around destroying the mirrors with quick combos.

18

You won't be able to destroy each mirror in turn as you'll get pounded. Do every third mirror or so.

19

Find the door this disembodied head is beaming light towards. Once located, run through it for an anticlimactic showdown.

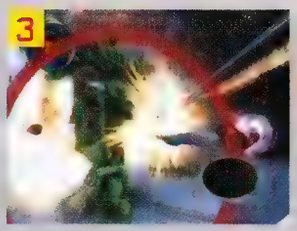
CHAPTER 14 BURNING BRIDGES

1

The destination is a bit tricky to find. It's on the corner of a ledge, and – as you can see here – easy to miss.

2

These guys in suits look like seriously bad news, and unsurprisingly – they are. They've got lasers and homing missiles.


3

These big buggers will take a lot of killing, and there's not only three of them, but a bunch of goons to take care of too.

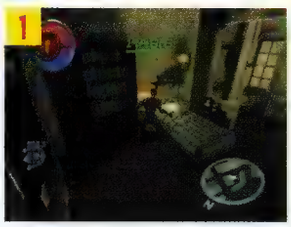
4

The important thing is to fight on the outskirts, not right in the middle of everyone, or you'll get butchered.

5

Alternatively, you can hide and just let Black Cat kill everyone. Honestly. It's cowardly, but it works.

CHAPTER 15 TO SAVE THE CITY


1

Arriving at your apartment sets off your first mission, and a sequence of events you won't be able to break out of.

2

Next, watch a cutscene with that bit from the film trailer. Not quite as good as it is in the movie, eh?

3

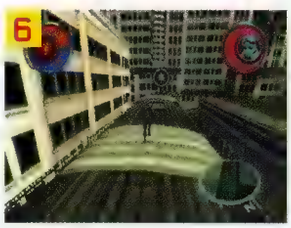
Doc Ock has MJ, and there's nothing you can do about it, because you're in your civilian attire. Gah! Isn't it always the way?

4

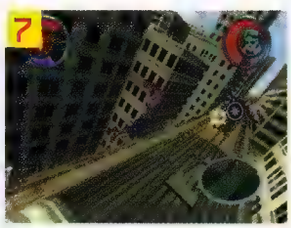
Here you are again, at the train tracks. Weird, ol' Octopus seems to be strangely preoccupied with this place.

5

Brace yourself - it's time for another showdown with the good doctor, and also time to kick Ock's pudgy ass.


6

Run along the top of the train, being careful not to slip or fall. It's a pain getting back onto it.


7

Dodge the red tentacles and web the yellow tentacles – then you can get in and punch him good.

8

When he knocks you backwards, mash all the buttons to recover in mid-air, and to ensure you stay on top of the train.

9

Once defeated, there's still the small matter of a runaway train carriage to deal with. Spidey physically digs his heels in...

10

After Spidey passes out he wakes up at the mercy of Harry, who is understandably stunned to see his enemy is his best friend.

11

That's torn it. Without his mask, the two sides of Spidey/Parker collide, and poor old Harry can barely get his thoughts in order.

12

The timer is unforgiving in this mission, which is only to be expected since it's the last of its kind in the game.

13

It's back to Ock's apartment and the annoying pulsing energy field from chapter 10. Cheap and nasty.

14

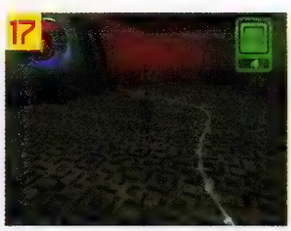
And his mask's off again. Spidey needs to get stronger velcro to hold his mask on now MJ and Octopus both know his secret.

15

Turn around, stand next to the switch, and deactivate it. Charge up your jump, run to the edge, and leap to the next platform.

16

After doing all four corners, drop to the lower level. Three of the four sides have openings. Look for the glowing cables.


17

Keep an eye on the energy field as you move around. It bounces outwards at the most awkward of times.

18

Once you have two left, jump to the bottom level, being very careful of the water and *that* energy field.

19

You should only have one left. This is the energy field that will be the bane of your life if you get too close.

20

The last switch is high on one of the walls. Use the right analogue stick to look around for the glowing cable as a clue.

21

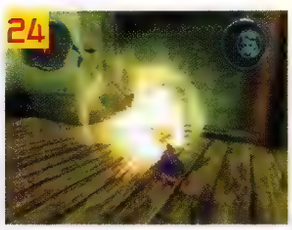
You've shut down the reactor, but there's more pain to come – a final boss battle with Doctor Octopus.

22

Ock's shield has disappeared. Wade in and tear him limb from limb from limb from limb from... you get the idea.

23

The strategy from previous fights holds true. We recommend backing into one of the rooms for less chance of drowning.


24

Using Spidey Sense mode is absolutely key to surviving. And remember to dodge when Spidey's head flashes white.

25

Once you have lots of Spidey Sense in that bar, web him up and beat him down. Keep dodging to refill it. Continue 'til he's dead.

DRIV3R

Continuing our exhaustive splurging of all Driv3r's best bits, here's the location of every tasty secret car and Timmy Vermicelli nutter in the entire game. Get to it.

MIAMI MAP 1

TIMMY 1

Take the road to the right. Go through the gardens to reach the tunnel. Hit Timmy from range with grenades.

TIMMY 2

Timmy's at the furthest door of the scoreboard end. The RPG will knock him out from the vending machine.

TIMMY 3

Timmy's slightly to the west of the basketball courts in an open space. It's best to use the M16 at long range.

TIMMY 4

Drive through the gates from the river to the building site. Shoot Timmy with the M16 from far away.

TIMMY 5

Go past the pillar and a touch left to find Timmy. Since space is limited, use a rocket grenade to be safe.

TIMMY 6

Search the closest floating house. As you hit the top of the stairs Timmy will appear. Use the Uzi on his head.

TIMMY 7

The entrance is at the other end of the fence. Timmy seems distracted, so whip out the M16 and wake him.

TIMMY 8

Tim is stood at the far end of the garden, which gives you plenty of time to use the M16 for headshots.

TIMMY 9

Find the optician's near the cross- roads. Timmy is opposite. Shoot the door with 'A1' on it to reveal him.

TIMMY 10

The entrance is on the opposite side. Aim at head height ready for the ping of the lift doors opening.

THE SECRET CAR

Past the big sign is the grandstand and across the road is the secret car. This kart isn't quite a dream car.

THE SECRET CAR 2

This car faces the waterfront and there's a blue skip parked outside. To reach the street drive to the north.

THE SECRET CAR 3

You might miss the turn because of heavy traffic. As you approach, the garage will open to reveal a GT40.

NICE MAP 2

VILLEFRANCHE-SUR-MER

RADE DE VILLEFRANCHE-SUR-MER

FORT DUMONT ALBAN

MONT BARON

BAIES DES ANGES

SAINT AUGUSTINE

AEROPORT DE NICE-COTE D'AZUR

CAGNES SUR MER

SAINT LAURENT DU VAR

TIMMY 1 (1)

The warehouse is only metres from your start point. Shoot Timmy in the head so he won't run.

TIMMY 2 (2)

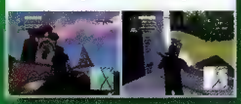
You'll need to go past the rock to see Tim. It's easiest to leave the controls and shoot him from the boat.

TIMMY 3 (3)

This one is tricky so save your profile. Use the 9mm to knock him down. The smaller gun is too light.

TIMMY 4 (4)

Look for a tree-hidden park and listen for the church bells. Tim will charge towards you so be ready.



TIMMY 5 (5)

The building's at the far end of the block in which Tim hides. He's inside, so lob an RPG through the door.

TIMMY 6 (6)

It's hard to see, but this is the only way up by car. You don't need to get too close with the M16.

TIMMY 7 (7)

You can shoot Tim from the boat, but doing it on land is easier. When the crosshair goes red, blast him.

TIMMY 8 (8)

Don't worry about hurting the car on the jump. Tim's under the jump and will fall into the pit if he rushes you.

TIMMY 9 (9)

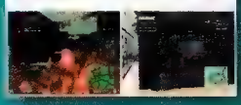
Left of the start is this cave. It can't be seen from far away. Stay on the boat and blast away with the M16.

TIMMY 10 (10)

Drive towards the sea and through the gates. Timmy is stood in between these boxes, so hit him from here.

THE SECRET CAR (11)

Take a right and then a left for a short run up this hill. This van is in the furthest garage on the main square.



THE SECRET CAR 2 (12)

Drive along the runway towards the building and look left. Look inside the fire station for this nifty car.

THE SECRET CAR 3 (13)

Get up to the garage via this unmarked road. The forklift is slow, but handy for dumping cars over cliffs.

ISTANBUL
MAP 3

TIMMY 1 (1)

This is the place you're looking for. Timmy's hit was to avoid a close contest, so use the Uzi and headshots.

TIMMY 2 (2)

Get down into the first swimming pool. Timmy's inside the hut, but you can hit him through the wall.

TIMMY 3 (3)

Tim's behind this plant box. The alley headshots do most damage, but it doesn't matter as much from range.

TIMMY 4 (4)

Use the nearby junction to find this building. Timmy's inside a tiny room, so stay back and use the RPG.

TIMMY 5 (5)

This safe house is going to be Timmy's grave. Avoid using the RPG unless you are right around the corner.

TIMMY 6 (6)

The red roof of this low building makes it stand out. If Tim's static, stand back and use the Mini Cargo.

TIMMY 7 (7)

You'll find this boat just next to the bridge. Terrorise the far side of the bridge, but ignore what you see.

TIMMY 8 (8)

This very flash boat next to the way in to Tim's place. Tim can be stuck in the hut, but a grenade does the job.

TIMMY 9 (9)

Reach the docks from the southern end. Timmy can be hit without climbing up and you'll stay nice and dry.

TIMMY 10 (10)

At the top of Istanbul is this easily spotted cunt. Enter through the room doors. Kill Timmy from the dry side.

THE SECRET CAR (11)

The car's just behind that engine. In the big street at the back of the room. It's tricky to drive out too.

THE SECRET CAR 2 (12)

Follow the road from the dead Tim to find this pile of rubbish. The car's hard to get out and this is easy as well.

THE SECRET CAR 3 (13)

Keep your eyes peeled for this corner entrance. Approach the red door and a tasty classic will be revealed.

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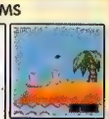

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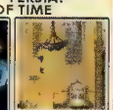

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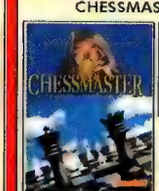

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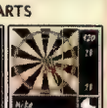

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ULTRA DOJO

Welcome to the Dojo, young grasshopper, a mystical meeting point where expert gamers share their dark gaming secrets, ridicule plucky challengers and stake their claim in history. Are YOU up to the test?

HOW IT WORKS!

These pages are for people who *love games to death*. The type of people who pore over manuals, learn lists of arcane rules and techniques by heart, strive for the top score on every track in every game and play until their fingers smoke. Haven't got the time? Don't fret. We're also looking for people who've played a game for hours, days or months – who might not have been arsed to master Secret Level X or found the 300 Magical Lead Hats – but who discovered some whacky/odd/secret/mental gameplay quirk that they want to share with the world. Piling up bodies in *Hitman: Contracts*, wobbly physics in *Driv3r*, a pedestrian in *GTA3* who looks like Noel Edmonds... that sort of thing. So if you think you've got what it takes, send us the evidence. Your chosen game can be as old as you like (but we do like a smattering of new titles) and no particular genre is frowned upon. So send us your tapes, dojo hopefuls. Good luck...

ULTRA DOJO NEWS UPDATE

Firstly, thanks to everyone who's been sending in entries - you make this page what it is. We've had a nice variation of games, but we want more! Specifically, we'd like more *Singstar*, *Hitman: Contracts*, *Fight Night 2004*, *Driv3r* and *Splinter Cell*. Also, if you're going to send in *PES* goals, make sure they're *spectacular*.

DEFINING MOMENT OF THE MONTH!

A SWIFT KICK TO THE STONES
from Paul Grundy

Okay, so *Soul Calibur*'s ancient – but it's still one of the best fighters on PS2. Paul's skill with the axe is obvious, and this killer time proves that there are still people slogging away, trying to perfect the 'Calibur.

Taking the mantle of the hard-to-handle Astaroth, Paul begins the tournament by bashing the living crap out of the twirly Talim. He then gets into the swing of things (quite literally) and several opponents are gone in seconds.

By the time he reaches Astaroth's destined battle and the end boss, Inferno, he's just barely scraped the one minute mark. A few slashes with the axe later, Inferno is down and Grundy has just cleared the game in 1'39"62. Bosh.

READER THROWDOWNS!

Unbeatable at games? Put YOUR high scores to the test in PSM2.

MANHUNT
"Hard As Nails"
by Arran 'Soup' Campbell
Kills: 76

What I Did: In retaliation for issue 50's entry, I decided to show everyone who's the real *Manhunt* daddy.
Tricks? The last guy snuck around a lot, but I just go in bats-a-swingin'. Hey, if it works, it works. I'm the best.

Also kicking ass...
Khlaid Al-Jaff
Tom Oddie
Paul Rose ... 50

TIGER WOODS 04
by Simon 'Divot' Hahn
Under Par: 16

What I Did: Played a killer round with my snazzy custom golfer.
Tricks? Well, it's golf, so there are a lot of overriding factors. Wind, the shape of the green, power, balance – careful practise saw me through. Think you can beat me? You can't.

Also kicking ass...
David Brooker
Jason Spence
Tim Cassidy ... 69 under

PRO EVOLUTION
by Matt 'Juggles' Ryder
Team: Portugal

What I Did: Forget the haters – these are definitely the best goals you'll ever see. No, really – you can't touch dis.
Tricks? I play this game for a living. I think *PES*, I sleep in a puddle of *PES*, I drink *PES*, I smother myself in it every day. My skills are bloody untouchable.

Also kicking ass...
Peter Smith ... Germany

HITMAN: CONTRACTS
by Jonathan 'Billy' Harris
Rating: Silent Assassin

What I Did: Took to the streets of Hong Kong and kicked some serious ass. Man.
Tricks? I hid the uzi outside the bathroom window and picked it up once I'd infiltrated the restaurant. There was no stopping me...

Also kicking ass...
Alexander Peterson ... 118

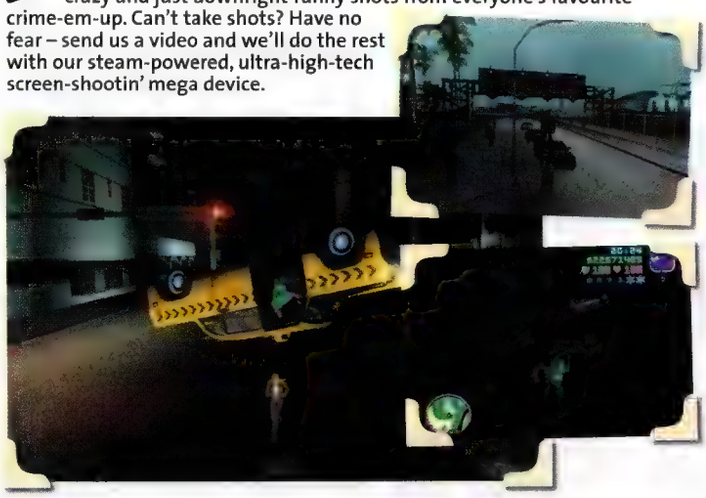
MIDNIGHT CLUB 2
"L.A. Turismo"
by Sam 'Hok' Hutchinson
Time: 29.231

What I Did: Used the game's monster car and killed L.A. Turismo double-quick.
Tricks? Used the game's monster car and tore up the track. Despite crashing, I still took the Gold. But hey, I'm the best. It's as simple as that.

Also kicking ass...
Jim Cunningham ... 30'032
Robert Garland ... 27'022
Sean Smith ... 38'923

POSTCARDS FROM... GTA: VICE CITY

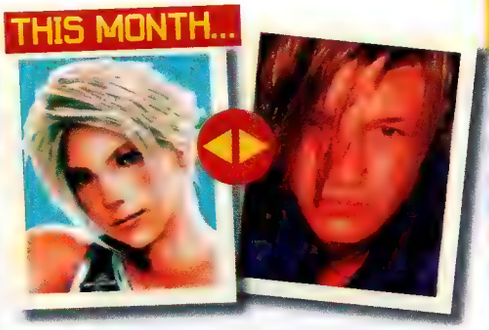
Vice City is a beautiful game and in light of this, we want your lush, crazy and just downright funny shots from everyone's favourite crime-em-up. Can't take shots? Have no fear – send us a video and we'll do the rest with our steam-powered, ultra-high-tech screen-shootin' mega device.



LOOK-A-LIKES

We want your suggestions, photos and created characters – does your dog bear an uncanny resemblance to Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...



Adam Rickett
Mildly talented 'actor'

Vaan
Final Fantasy XII

by Daniel Taylor of Birmingham
"What ever happened to the boy Rickett?"

PSM2, ULTRA DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
Thank God all those big scary tables have gone! I'm brilliant at games and want to show you what I can do.

And I enclose... MY PHOTO ☐ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ☐ (wound to just the right place)

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THIS MONTH: SPLINTER CELL 2

What with *Splinter Cell*'s new post-level roundup statistics, we want you to finish the Paris subway mission without killing anyone. You can knock them out or trank them, but you simply must avoid gunning anyone down. Send us a video of your skills. Oh, and do it on the hardest setting if you like. We revel in your pain.

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STOP PRESS: TOMB RAIDER: WHAT EIDOS DID NEXT! NEW WWE SHOTS! MORE SAN ANDREAS! MORE GT4! ALL NEXT ISSUE!

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS T

BURNOUT 3
Yeah, we know it should have happened this month, but we're assured that next month we'll have the review of the greatest racer ever. Fact.

GOLDENEYE 2
Dan D's off to the States to see EA and nab the hands-on verdict of their Bond-less game. Next Big Thing or Emperor's New Clothes? *GoldenEye* or steak 'n kidney pie? Etc...

ANOTHER AMAZING DVD!
Astounding new footage of *GoldenEye*, *Lord of the Rings: The Third Age*, *THUG2* and loads more!

You want more?!
We've got more. *FIFA 2005* hands-on verdict, *Second Sight* reviewed, *THUG2* playtested, and all the info that's fit to print on the much anticipated *Star Wars: Battlefront*.

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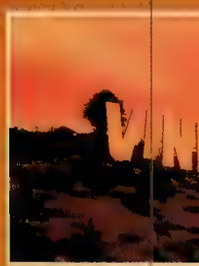

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Month

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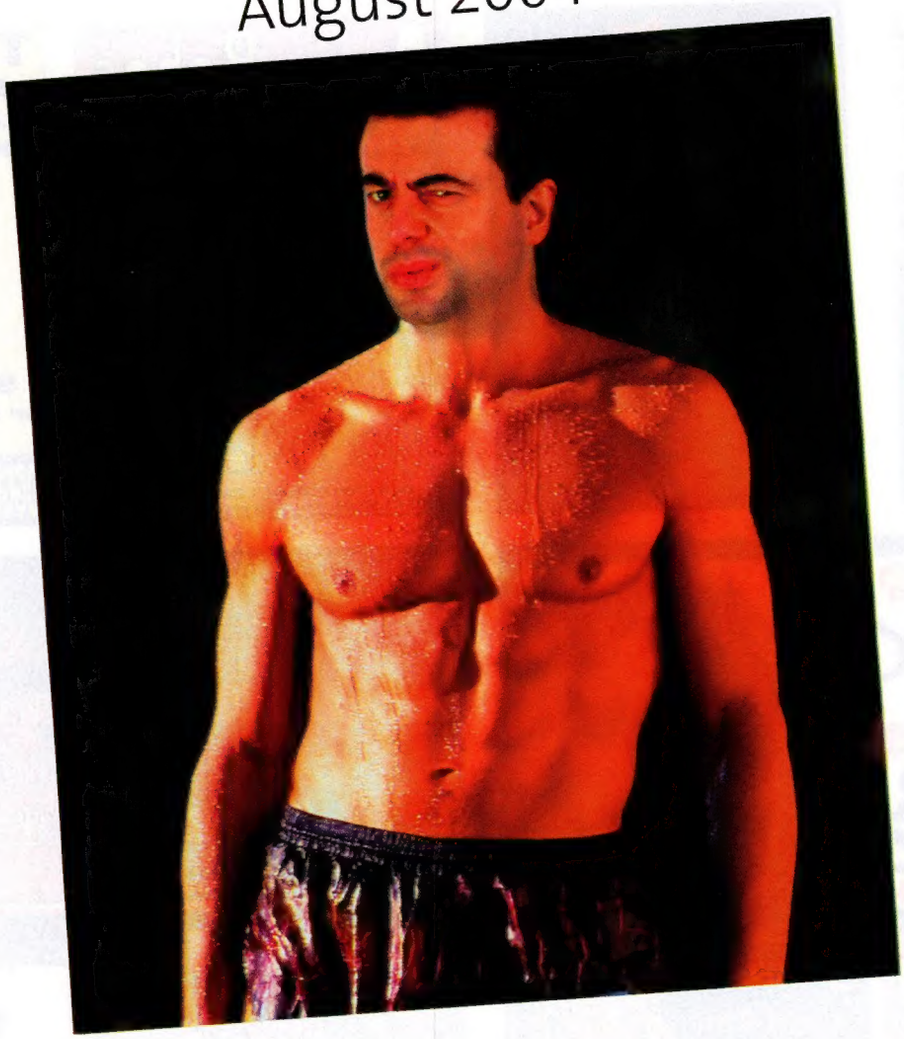
Last Laugh

WHEN REALITY TAKES A HOLIDAY...

TOO MUCH GRUMBLE? LET US REDRESS THE BALANCE!

You might have noticed that this issue of PSM2 is all about the lay-deez. You'd have been mad to miss it. Or blind. Or sane with 20/20 vision until you copped your fun holes on pages 15, 28–32, 40–41, 84–89 eight or *nine times*. Anyhoo...

August 2004



But! As pleasant as all this has been, you might feel a little overloaded. It's been an issue of almost too much femme-filth, and as much as we all love software companies' transparently man-pant-aimed advertising, there can indeed be too much of a good thing. And so, in order to bring you down gently for the no-doubt equally as filly-filled next issue of PSM2, we present you with a picture of a man. With Dan Griffiths' head. Ladies, be calm! And gentlemen, this is sure to dampen your ardour for exactly the amount of time it will take for issue 53 of PSM2 to hit the shelves! And then you can expect even more grumble, and we'll probably put a picture of Milf in his vest and socks and nothing else in the mag to restore your chi. Excelsior!

August 2004

M		2	9	16	23	30
T		3	10	17	24	31
W		4	11	18	25	
T		5	12	19	26	
F		6	13	20	27	
S		7	14	21	28	
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ISSUE 53 IS OUT
More Games! More Grumble!
Please conserve your energy before reading!

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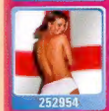

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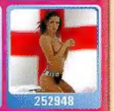

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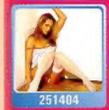

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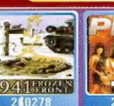

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LEFT OUTSIDE ALONE - anastacia	113616
TOXIC - britney spears #	113435
MYSTERIOUS GIRL - peter andre #	113591
BLOOD SWEAT AND TEARS - v	114147
THE SUN HAS COME - sam & mark	114149
SUPERSTAR - jamelia #	113055
CALL YOU SEXY - vs	114161
ALL DAY LONG I DREAM... - jc chasez	114171
BAIL ME OUT - pete murray	114174

Reggae

TURN ME ON - kevin lyttle #	113100
I'M STILL IN LOVE WITH - s paul ft. #	113410
DUDE - beenie man feat ms thing	113702
GET BUSY - sean paul #	112634

Indie

FOOLS GOLD - stone roses	111230
BITTER SWEET SYMPHONY - verve #	111292
SEVEN NATION ARMY - white stripes	112604
WONDERWALL - oasis #	111372

Hip Hop

MY BAND - d12 #	113795
WHERE IS THE LOVE - b eyed peas #	112890
HEY YA - outkast #	113176
P.I.M.P - 50 cent #	112599
THROUGH DA WIRE - kanye west	113622
SLOW JAMZ - twista ft. kanye west	113427
MILKSHAKE - kelis #	112885
GANGSTERS PARADISE - coolio #	111128

Party Time

CHA CHA SLIDE - dj casper	113506
BUILD ME UP BUTTER... - foundations #	113009
I THINK WE'RE ALONE NOW - tiffany	114178
SUMMER OF 69 - bryan adams #	112531
U CANT TOUCH THIS - mc hammer #	111616

Rock

SWEET CHILD O MINE - g n roses #	111258
BLACK BETTY - spiderbait	113761
THIS LOVE - maroon 5	113842
IN THE SHADOWS - rasmus	113081

R & B

I DON'T WANT YOU BACK - eamon #	113519
I DON'T WANT TO KNOW - mario w	113805
BOUNCE - sarah connor	114025
YEAH - usher feat ludacris & lil jon	113546
HOTEL - cassidy feat r kelly	113514
DIP IT LOW - christina milian	113802
THANK YOU - jamelia	113455
BABY BOY - beyonce ft. sean paul #	112933
NAUGHTY GIRL - beyonce ft. lil kim	113292
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Dance

COME WITH ME - special d	113678
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TAKE MY HAND - j vries ft. a britton	114172
I AM THA ONE - mr timothy ft. i day	114173
CRUSH - paul van dyk	113866
FEELING FINE - ultrabeat	113288
FLY ON THE WINGS OF LOVE - xtm	112705
PRETTY GREEN EYES - ultrabeat	112877
RHYTHM IS A DANCER - snap vs #	112485
I LIKE IT - narcotic thrust	113844

Urban

YOU'RE FIT DON'T YOU KNOW - streets	113880
ON MY KNEES - the 411	113925
FIX UP LOOK SHARP - dizzee rascal	112937
JUS A RASCAL - dizzee rascal	113220
BABY BOY - big brovaz	112859
BROKEN SILENCE - so solid crew	112969
HEARTLESS THEME - heartless crew	111942
NO GOOD 4 ME - so solid crew	111368
I LUV YOU - dizzee rascal	112826
DON'T MUG YOURSELF - the streets	112273

Essential

IN DA CLUB - 50 cent #	112440
HEAVEN - dj sammy #	112229
SATISFACTION - benny benassi #	112751
DILEMMA - nelly ft. kelly rowland #	112221
CRAZY IN LOVE - beyonce knowles #	112707
BECAUSE I GOT HIGH - afroman #	111454
CASTLES IN THE SKY - ian van dahl #	111270
THE LOGICAL SONG - scooter #	111965
LOSE YOURSELF - eminem #	112289
YOU'RE A SUPERSTAR - love inc	112329
CAN'T GET YOU OUT OF MY.. - kylie #	111388
SMOOTH CRIMINAL - a ant farm #	111377
A LITTLE LESS CONVERS... - elvis #	111957
IGNITION - REMIX - r kelly	112642
TEENAGE DIRTBAG - wheatus #	111186
RESURRECTION - ppk	111550

Football

ALL TOGETHER NOW - the farm	113982
3 LIONS - baddiel & skinner	111494
VINDALOO - fat les	111349
WORLD IN MOTION - new order	113218
CARNIVAL DE PARIS - dario g	113712
NESSUN DORMA - luciano pavarotti	113863

Nu Metal

MY IMMORTAL - evanescence #	113277
I MISS YOU - blink 182	113552
BRING ME TO LIFE - evanescence #	112651
BEHIND BLUE EYES - limp bizkit #	113309
NUMB - linkin park	112886

Kids TV

SCOOBY DOO	111142
WINNIE THE POOH	111613
BANANA SPLITS	112578
HONG KONG PHOOEY	113642
RHUBARB & CUSTARD	111623
LOONEY TUNES	111151

Themes

BIG BROTHER	111342
THE SIMPSONS	111132
ONLY FOOLS & HORSES	111369
I'LL BE THERE - rembrandts #	111152
MISSION IMPOSSIBLE	111121
EXORCIST	111871
ROCKY - jogging theme	112481
PHOENIX NIGHTS	112364
DIRTY DANCING	111249
GOOD BAD & THE UGLY	111181
ROCKY	111141
BENNY HILL	111139
MUPPETS	111134
SEX & THE CITY	111673
TITANIC - MY HEART WILL GO ON	114042
THE A TEAM	111115
SOUTH PARK	111144
AXEL F - beverley hills cop	111601
TOP GUN	111860
KNIGHT RIDER	111127

SFX Text Alerts

GET STRANGE SOUNDS FOR YOUR TEXT ALERT!

Thunder	221533	Doorbell	221520	Wolf	221511
Submarine	221531	Sci-Fi Weapon	221519	Orca	221509
Traffic Jam	221529	Machine Gun	221518	Lion	221508
Car Horn	221528	Laser	221517	Mosquito	221507
Ambulance	221526	Falling Bomb	221516	Dog	221506
Wolf Whistle	221525	Explosion	221515	Cow	221504
Evil Laugh	221524	Big Ben	221514	Bird	221503
Beer Burp	221523	Battle Cry	221513	Cat	221502
Party Horn	221521	Gun Shot	221512	Cuckoo Clock	221500

To Order: Call the Order line or text SFXT + NUMBER + MAKE to the SMS SHORTCODE example: SFXT 221500 NOKIA (3 X SMS)

Available for wap enabled Nokia 3200, 3300, 3600, 3650, 3660, 5140, 6220, 6230, 6600, 6620, 6650, 6810, 6820, 7200, 7600, 7610, 7650, N-Gage, Motorola: V500, V535, V600. Sagem: MyX-6, MyV-65, C100, E700, E710, P400, V200, X100, X500. Sharp: GX10, GX16, GX20, GX30. Siemens: SX1. Sony Ericsson: P800, P900

Picture Messages

NOKIA • SIEMENS • SAMSUNG • SONY ERICSSON

141844

141021

141445

141038

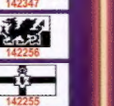
142331

141295

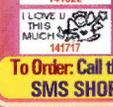
142110

141364

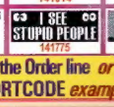
141811



142347

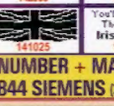


141261

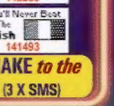


141688

141801

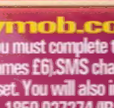


141780

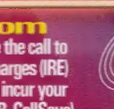


142256

141822



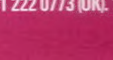
141014



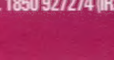
141795

142300

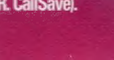
142255



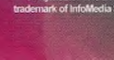
141717



141775



141162



141025

141493

To Order: Call the Order line or text PICT + NUMBER + MAKE to the SMS SHORTCODE example: PICT 141844 SIEMENS (3 X SMS)

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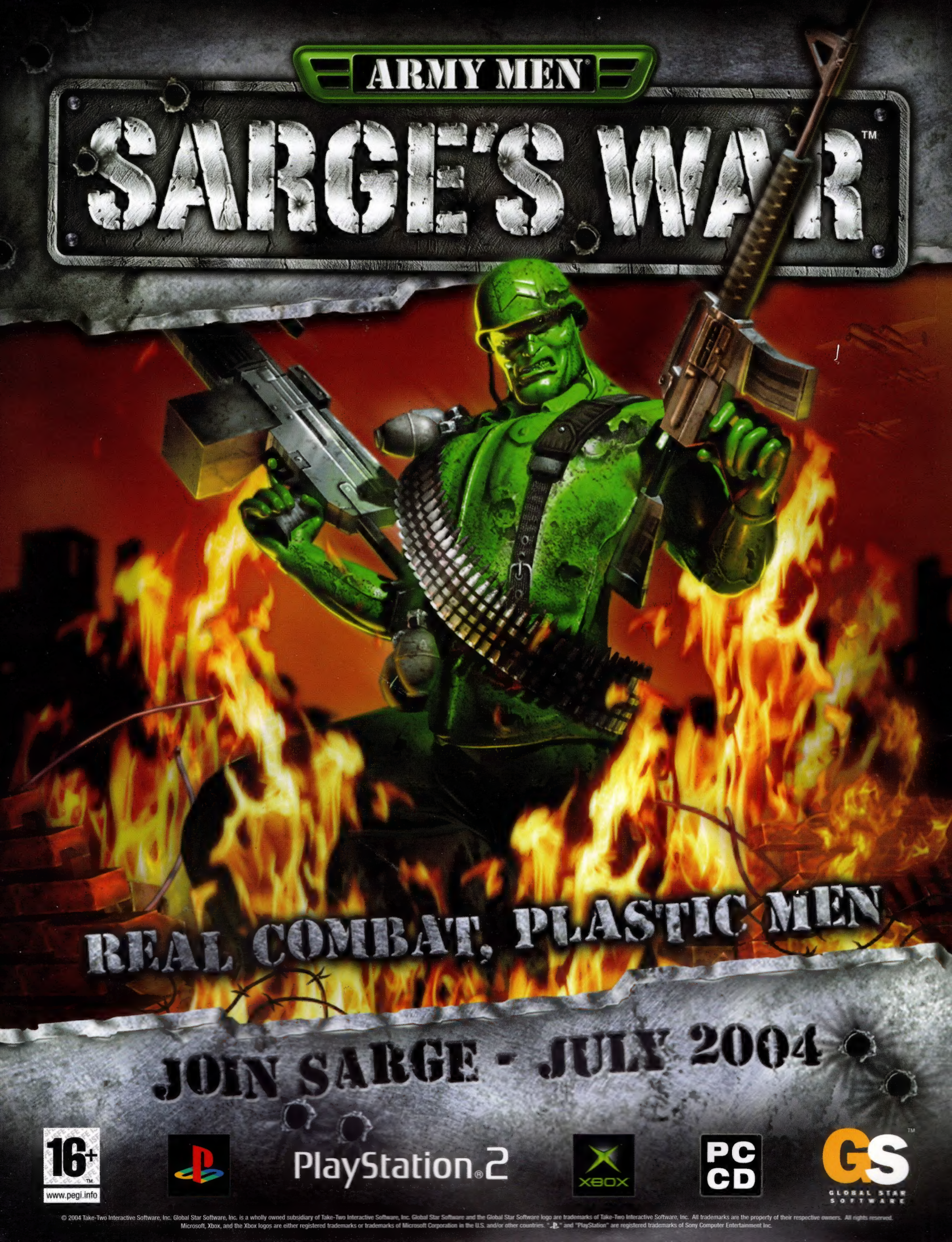

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